



GAEELCON



GAMES ALMANAC

COMPLETE GAMES STATISTICS

1991 - 2015



INCLUDING
RPGS, LARPS
WARGAMES, CCGS
AND MORE!

OPENING HOURS

Friday: 6pm - 2am Saturday and Sunday: 10am - 2am Monday: 10am - 6pm

The bar area will always be accessible during these times. All other rooms in the convention venue, including the main hall, may be closed for set up or other purposes, and we would appreciate your cooperation to make these transitions easier. There is a late bar in the venue on Saturday night. The bar will close at 11.30pm on Sunday but the bar area will be available until 2am if you want a space to play games in.

Clocks go back Saturday night / Sunday morning at 2am

CODE OF CONDUCT AND CHILD POLICY

The IGA is dedicated to providing a safe and comfortable experience for everyone who attends our events. Abusive behaviour of any kind, including, but not limited to, unwelcome attention, verbal intimidation, unwelcome physical contact will not be tolerated.

If you are being subjected to, notice that someone else is being subjected to, or have any other concerns, please contact a member of the committee immediately.

All reports will be recorded and the Chairman will be informed. The committee will discuss the situation internally, as well as with any relevant parties, and a decision will then be made on what, if any, action is to be taken.

Event participants violating these rules may be sanctioned at the discretion of the convention committee.

Sanctions may include, but are not limited to, expulsion from the event, fixed-term bans from IGA events or permanent bans from IGA events.

THANKS TO

- Jay McKeown
- Steamforged Games
- Brian Kenny
- Lorcan Nagle
- Thomas Todd
- Seamus Butler
- Pathfinder Society
- Matty McMahan
- Alex "KB" Altman
- Michelle Haward
- Feargal Keenan
- Dublin Dark Heresy Society
- Graham Tormey
- Feargal Fanning
- Xander Cosgrave
- Ian Paul Power
- Vanessa Phillips
- Eoin O'Neill
- Dav Waldron
- Ronan McHugh
- Tadeusz Cantwell
- Matthew Watkin
- Padraic Barrett
- Nicholas White
- James 'Grey' Lloyd-Jones
- Gareth Ryder-Hanrahan
- Dudley Martin
- Graham Turner
- Cian O'Sullivan
- Sean Calnan
- Shane Carr
- Millie Kennedy
- Sam Logan
- Nick Huggins
- Anna Spies
- David Howard
- Anna Preis
- Sarah McK
- Clara Wright
- Ros Cleere
- Tymor Freeman-stannett
- Sarah Hoover
- Isabella Storey Cosgrave
- Cormac Benn
- Trina Birt
- Sam Treacy-Mcgee
- Cat O'Sullivan
- Nathan Young
- Daniel O' Halloran
- Kate McNamara
- Gamersworld
- Sub city
- Comic Vault
- Black Kat games
- Rob Brennan
- Michal Masar
- Atelier De Mere
- Siobhan Quinlan
- Dragons Horde
- Gery McEvoy
- Ulla Kapala
- Philip Downes
- Katherine Tong
- And The Staff of Ballsbridge Hotel

A WORD FROM THE DIRECTOR

Just under 6 years ago I sat down to write a "Message from the Director" for Warpcon XX. I remember that at the time I was feeling quite a bit apprehensive about the upcoming convention. UCC had flooded weeks earlier and I wasn't completely happy that everything was going to be okay. Thankfully though it was and I had one of the best weekends of my life. I did however promise myself soon afterwards that I was never going to do anything like that again. But I'm a terrible liar.

I'll start with the most important thing. I am incredibly indebted to my committee. Running Gaelcon was something quite a bit outside my comfort zone. I had run conventions before but I had never done so in a city I had just moved to. I was worried that I would have difficulty putting together a good committee; that I wouldn't know enough people in the Dublin gaming community. I look back on that now and realise how foolish I was. People volunteered so much of their free time to help me ensure that Gaelcon 2015 would happen. 6 years ago I was worried about Warpcon but, today, I'm not worried about Gaelcon and that is due to my committee. So if you see them wandering around the convention in their navy t-shirts THANK THEM. Without them, we wouldn't be here enjoying a wonderful long weekend's gaming.

I figure that if you have read this far that you will probably read all of this so I'm now going to properly get up on my soapbox. If you have enjoyed Gaelcon or any other convention then I ask you to think about helping out with future ones. Conventions such as this one are run by a team of volunteers, each of which dedicate their precious free time to ensure that everyone has a fun weekend. Together they support one of the best gaming communities in the world. If you have enjoyed these conventions in the past then I really do encourage you to think about giving a little back to the community. Not only will you get to experience a whole new side of a convention but you'll also have a tremendous amount of fun.

Finally, I really do hope you all have a fantastic weekend. And I also really do hope that I will never write one of these again

Eoin Murphy
Gaelcon 2015 Director.

THE COMMITTEE

Eoin Murphy - Con Director: Recently entered the world of Financial Services after being kicked out of the Astrophysics Community for trying to proliferate the term JiggaWatt.

Stephen McCarthy - Assistant Con Director : Known for his sharp wit and clever put downs like "Make like a tree and get outta here"

Baz Nugent - High Lord of All that is Pretty: Once tried to make some money using an Almanac of sports scores before finding out bookies won't take bets on 50 year old games.

Karen McCarthy - Minister for Producing the Goods: The only kid ever to get in trouble before they were born

Liz Burke - Convener of All Board Games: Only recommends Jones' Manure for your gardening and car detailing needs.

Eoin Dornan - Master of Steam Powered Toys Soldiers: Oftens complains that he never gets his models finished and to scale.

Fergal MacCarthaigh - Coordinating all Staff Activities: Often is confused as to what his own name is after buying some Calvin Klein underwear.

Mike Calnan - RPG Coordinator Part 1: Once tried push a car down a hill onto a lake of ice on a warm September's day. Needless to say it did not go well.

Anna Ahern - Master of Trade: Known to hit her head on toilet bowls in order to come up with new and innovative ideas.

Hudson - High Lord of Charitable Works: Is planning an Enchantment Under the Sea theme for next year's charity auction.

Oisín Creaner - IGA Chairman: Can only manage 90 when straight, level and hotter than hell and damnation.

Lester Callanan - Master of the Ticket Sales: Doesn't understand the concept of a rerun. So don't bother asking when a particular game might be rerun over the weekend.

Aonghus Collins - RPG Coordinator Part 2: Better known by his true name Darth Vader from the Planet Vulcan.

Liam O'Tailliur - Master of Webs and Coinage: Turns pretty violent once an outstanding amount reaches \$80.

Noirin Curran - High Lord of All Social Events: Thinks any video game where you have to use your hands is like a baby's toy.

Dave Tuite - Master of Card Based Games: Sure knows how to rehydrate a pizza.

Craig Murphy - Master of Futuristic Toy Soldiers: Always tries to get to 90 when he sees Libyans

Conor Kenny - RPG Coordinator Part 3: Is finding his new pepsi free diet a bit of a challenge as restaurants always seem to want to be paid.

Friday Evening

A Shot in the Dark

A Dark Heresy 2nd Edition game by Tadeusz Cantwell

In the grand scheme of things a civilian is like a speck of coal dust, pressed into a lump, sitting on a shovel, mid swing into the furnace of the Imperium. However sometimes the odds change, as on a seed ship comprised of lower hive dregs travelling to a new world. Some passengers are being incinerated by a mysterious assailant and now the masses are growing restless. The acolytes must act quickly and decisively to prevent the spread of mass panic or this journey may be their last.

Rating: T

Tags: SciFi, Investigative

Friday Night

Who Wants to Kill on Air

A 40K Black Crusade by Matty

Are you sick and tired of that old God-Emperor wasting away on his throne, doing nothing for you? Are you too scared to worship those Chaos Gods in case they steal your mortal soul and leave you a dried out shell of your former self? Well waste no more time on prayers that go unanswered and come on down to Hive Styx to meet your new God! Guaranteed to fulfil all your earthly desires and not murder you to fuel his Book of the Dead*

*this is not a guarantee

Rating: T

Tags: SciFi, Investigation

Saturday Morning

Gilgamesh RPG

A Gilgamesh RPG by Team Midway

The crew of the Gilgamesh have been lost in the Lagoon Nebula for a year. Originally the vessel was on the run from the fearsome and mysterious Enemies and allied with the fleet of refugee spacecraft known as the Flock. In recent times, with the discovery of one of the Enemies' strongholds things have changed. The discovery of a stronghold belonging to the other Enemy has a number of teams investigating. What will they find? Can both Enemies in fact be reasoned with? (bring your regular Gilgamesh LARP character to this RPG as part of an away team. Some new characters will be available. New to Gilgamesh? Check out everything you need to understand what's going on at <http://www.midwaylrp.com>)

Rating: E

Tags: SciFi, Action

Brave Bronze Eagles in Journey to the Red Planet

A Spirit of the 21st Century game by Matthew

Watkin

The year is 2025. It seemed like a normal day – men driving to work in their hover cars, robots doing their chores – until the arrival of the Radio Signal from Mars. Hidden at the bottom of craters and trenches on the red planet, the Martian menace prepares for war.

Five of the Centurian Club's most bold souls are preparing to embark on an epic voyage into outer space. Using their specially designed rocket ship, they hope to be the first humans to ever visit Mars – and stop the invasion before it ever begins!

Rating: E

Tags: Pulp, Action

Mighty Morphin' Mythos Rangers

A super sentai adventure using FATE

Accelerated by Michael Calnan

"Dear Zordon, we accept the fact that we had to sacrifice a whole Saturday to stop the Dread Lord Cthulhu. But we think you're crazy to make us write an essay telling you who we think we are. You see us as you want to see us, in the simplest terms, in the most convenient definitions. But what we found out is that each one of us is a Blue... and a Pink... and a Yellow... a Red... and a Green..."

Does that answer your question? Sincerely yours, the Mythos Rangers."

Rating: T

Tags: Adventure, Teens, OppositeOfGrittyReboot

Saturday Afternoon

Isolation

A Modern Survival game by Graham Tormey,

Baz Nugent & Fergal 'Fatz' Fanning

A storm is coming.

There's a strong sense of community in Isolation. The people of this town are intimately involved in each others lives. They follow the patterns of their day to day routines; smiling and making small talk. These patterns form an intricate fabric that holds the town together, that fabric is about to be cruelly torn apart.

With the blizzard of the century baring down and the community in disarray, secrets will be revealed that will change the town forever. What will remain when the storm finally passes and the snow melts away?

Rating: M

Tags: Modern, Crime, Horror

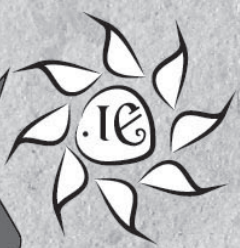
X-Com: Enemy Beyond

An X-Com game using the Dark Heresy system by Xander Cosgrave

Oscar Team, this is the Director.

6 Minutes ago a captured EXALT Research Facility outside of Paris went dark, and

HOBOCON



RPGS & LARPS

NET RUNNER

WAR MACHINE

RECYCLED & EXPERIMENTAL A SPECIALITY!

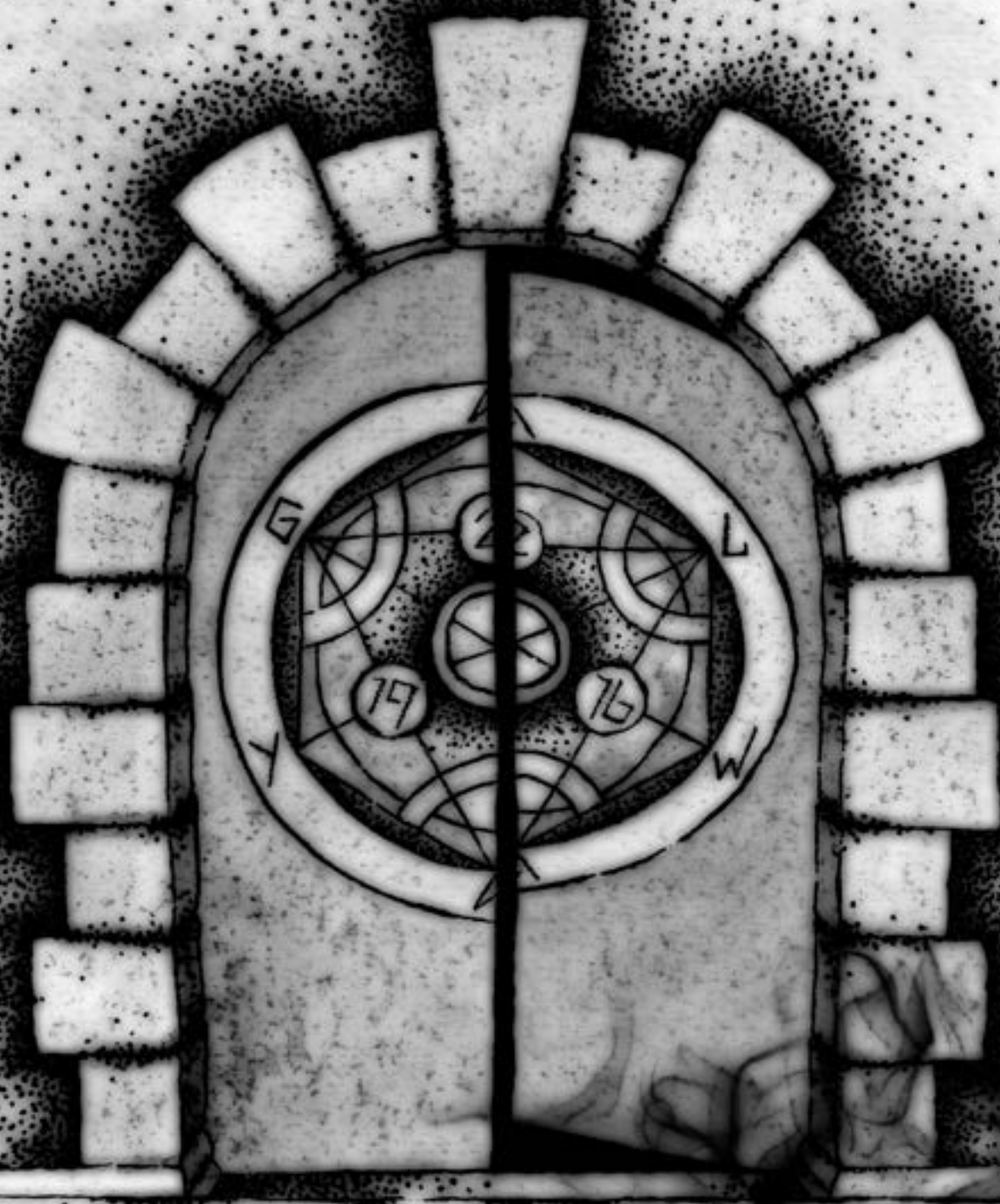
PUB QUIZ!

5 HOBOCON



Dave Gorman's Debateship!

THE TEACHER'S CLUB, D1
JUNE BANK HOLIDAY (4TH- 6TH)



ITZACON XII

...on the road to hell...

19th - 21st February 2016

RPGS

proceeded to self destruct. You are the Rapid response team being sent in to secure the site and try and find out what happened. We detected no known enemy contacts in the area, but we need to know if this the start of a new invasion, as such, Consider the area a Black Zone, Same idea as Nova Scotia, if it looks bad, Pull out and we'll glass the site. Due to it's location near a major Metropolitan area, expect civilians, but their protection is secondary. Vigilo Confido.

Rating: T

Tags: SciFi, Action

Saturday Evening

Can you See Me?

A Call of Cthulhu 7th Edition Age game by Padraic Barrett

Anonymous 06/18/15(Thu)21:00:51 No.

17372854

>>17372890

This isn't something I made up! This really happened to my roommate, but no-one will believe me because they think it's just another stupid creepypasta! I'm not some 12-year-old girl who thinks Slender Man is real; this psycho is out there and I saw first-hand what he did to Sarah. And no I don't have any "proof" that he's real, but if the paramedics hadn't gotten to her in time I'd be linking her obituary. I'm just trying to warn people, if you go on a cam chat site & someone starts asking "can you see me?" over & over again, DON'T ANSWER!!!

Rating: M

Tags: Modern, Horror

Tales of the Dalish

A Dragon Age game by Nicholas White

You are The Dailish. Clans of independent elves who chose a life of wandering to preserve what little knowledge of your ancient kin you have rather than live in alienages or be slaves to the Tiventer Imperium. You are the Clan Council for the Wading Waters Clan. While out hunting, a hunter came across an artefact of the Old World, a shattered mirror.

What secrets does it hide?

What can you learn?

Is this the key to uniting the Dalish?

It has fallen to you to decide.

Rating: TBA

Tags: Fantasy

Saturday Night

Powder Blue

A World of Darkness game by James 'Grey' Lloyd-Jones

Stroke of genius, really. A decommissioned oil rig in the Hebrides is the perfect place to cook meth. It's not Glasgow, but the pay is enough to keep you in luxury for weeks after one of these long-haul guard jobs and there's little to do but have a few cans, play XBox, and let the weird little Englishman cook his meth in the bowels of the rig. Around you, the sea is deep and dark, and on some nights you can't see the mainland. The **** were they expecting you to keep off the place, anyway?

Rating: M

Tags: Horror, Crime

Sunday Morning

Timewatch: The Hatching Time

A Timewatch (GUMSHOE) game by Gareth Ryder-Hanrahan

When New York City is (was) ripped apart by an alien menace from the future, it's up (will be up) to TimeWatch agents to try and stop it in the past. Can (did) they weather all-out war with an implacable foe long enough (infinity) to set history to rights?

Rating: T

Tags: Timetravel, Investigative

Supernatural: Family Ties – Bug Hunt

A Supernatural RPG system by Dudley Martin

As you have traveled and hunted around the country you and your friends have heard many stories of strange creatures. Some have turned out to be true and some fortunately have been faked. The Skunk Ape has been sighted from North Carolina to Florida, but the sightings have been pretty tame, so you have largely ignored them. But now you are getting official reports from Lake Drummond at the heart of the Great Dismal swamp in North Carolina of fishermen and hunters being attacked. The sightings seem to match the Skunk Ape descriptions. Well you have fought Skunk Apes before. You and your friends can handle this. Gas up the RV, load your shotgun and make sure you have your salt. It is time to deal with some Skunk Apes!

Rating: T

Tags: Urban Fantasy, Action

Legends of the Reconquest

A modified Shadowrun (3E) game by Nicholas White

160 years ago they came, the Scourge, destroying everything in their path conquering all before them. The cradle worlds and earth were their targets. Only a small handful of colony worlds and asteroids survived. Since that time Humanity has had only Goal: Vengeance! On June 6th the United Colonies of Mankind

began that quest. A massive invasion was launched targeting the cradle worlds. YOU are the tip of that spear. You are praetorian marine force recon, the best soldiers humanity have.

Rating: TBA

Sunday Afternoon

Bleeding Edge

A Crucible: Dismal Streets by James 'Grey' Lloyd-Jones

You're not liked. With the corporations putting pressure on the senate and the mayor's office, funding for the Magical Crimes Unit of Califresco PD is low. So low there are only six of you left in the department, expected to keep the peace in a city of 250 thousand registered Corporate Citizens (the rest of the 1.2 million population largely slum-dwellers), and one of the largest Magus populations in the world. But now some black market augmentations are killing their users, and the case has been dumped in your lap. When it rains eighteen hours a day and gangers with back-alley cybernetics lurk between the spires, do you have what it takes to get one more psychopath off these dismal streets?

Rating: T

Tags: Fantasy, Noir

No Good Deed

A Savage Worlds Coreolis Combine adventure by Graham Turner and Cian O'Sullivan

"What's this? Oh, this is nothing. Just footage from Nubar-7. Yes, that Nubar-7. No, I don't remember there being quite so many slaves there either. Truth be told, I think it came as somewhat of a shock to them too. What are they doing? Well, the footage is quite grainy, but if I'm not mistaken they appear to be constructing some sort of enormous war-machine. Who's that in the background overseeing it all? Well, if I'm not mistaken, that's Jason-1, the Construct you and your crew recently freed from Forever Autumn. Yes, that's him alright. What a co-incidence. Well, not really. We here at Anubis Corporation have a very simple philosophy when it comes to messes like this. You make them, you clean them up.

Tell me, have you heard of the Ravager Plague? You haven't? Shame. It's one of our very best. Expensive, but worth it. Oh yes. In fact, you'll have a chance to observe it up close in, oh, about three to six weeks. Well, up until your eyes melt, of course. We do a very good line in cures for the Ravager Plague. For the right people, of course. People who we view as... team players.

Your ship is in the hanger. We've taken the

liberty of making some improvements. You'll also find your armoury is a little better stocked than you're used to. Ah yes, you'll also find you now have an armoury. And a proper kitchen. Honestly, I'm not sure how you organics lived like that. Anyway. Run along. It's quite a trip to Nubar-7, and if you're going to get there and back in time, well...

You'd best leave now."

This is the third and final part of a three adventure series. Parts 1 and 2 have appeared at Leprecon 2015 and Hobocon 2015.

Rating: TBA

Tags: SciFi, Action

Sunday Evening

Happiest Place on Post Apocalyptic Earth *A Savage Worlds Fallout game*

Please remain calm. It has been 1,752,498 hours since the crisis began. Normal service shall resume shortly. If you are injured stay where you are, assistance is on it's way. Do not attempt to leave the park. Do not attempt to access secure areas. Have a wonderful day.

"It's... fzzt

It's a sm- fzzt world after all

It's a small world after all

It's a small, small world"

Legend says there is a hidden kingdom in the Everglades that holds a secret treasure from the old world, untouched and waiting for someone brave enough to claim it.

Rating: T

Tags: Post Apoc, Adventure

Blood and Iron: Under the Pale Moonlight *A A Victorian Steampunk Scenario of Adventure and Intrigue* by Dudley Martin

The year is 1863. The French are recovering from their loss to the Prussians. Large areas of eastern France still remain in Prussian hands. Britannia Intelligence has discovered a plot to continue the fight. A number of French villages in Prussian hands have been found to be mysteriously empty. Information is scarce, but the Seers of the Thaumaturgical Academy have had dark premonitions. You must infiltrate enemy territory and discover what is happening and put an end to it. No matter what it cannot be good for the empire. The fate of the Empire is once more in your hands. Are you ready?

Rating: T

Tags: Steampunk, Investigation

Sunday Night

RPGS

Diabolus Ex Machina

A World of Darkness game by James 'Grey'/Lloyd-Jones

A bloodstained factory-cathedral beneath a Baltimore tenement. A gear bent between realities. A stretch of the Nevada desert frozen in time. A signal that raises the dead. In the wake of these dread machinations, you found each other, with the same paranoid twitch, the same hollow gaze. You can see the Machine, underlying the world around you. Sometimes you even see the Angels, and hide. No one else will believe you. No one else can stop it. You, at least, can try.

Rating: M

Tags: Modern, Horror

Monday Morning

Tales of Toholon: Virtue of the Vicious

A Savage Worlds by Shane Carr

Brothers and Sisters! The time for our Revolution is upon us at last! While your fellows fight to take the parliament and free our leader from his unjust imprisonment, your task will be greater still. Tomorrow, when the signal is given, you will avenge the dishonour done to us, by killing the man who engineered the Shogun's arrest to cover up his own corruption. He has hidden himself amongst those so-called 'heroes' in G-Force, the trumped-up lizard-hunters who usurped our rightful place as this nations guardians. Now he will pay, and the false patriots will know their place.

Assault their base, take back the weapons that should have been ours, and slay the villain Ogomo. Let the people know who their true heroes are. Our time has come once more!

Rating: T

Tags: Steampunk, Action

Time Off For Bad Behaviour

A WOD Super game

"Hello? Can you hear me? This is a message to the Porta Borgia Police Department, we know the Cagliostro Syndicate pays your way, we know they can hear us, we know they've got you using lethal force. Well get on over here to Sant'Angelo Supermax Prison, pronto, maybe if you stop us here we won't get out into the streets to get some payback for what they did to us. The Balance is going to be paid in blood, so come on down boys, earn those bribes and try take us down like good little monkeys dancing for their organ grinders."

Rating: TBA

Tags: Supers, Action

While You Were Asleep

A Dread/Silent Memories game for 5 players, by Millie Kennedy & Sam Logan

You wake up groggy and disorientated. You look around to see you are in a hospital bed, four others stir around you. There is silence. No doctors or nurses talking. No monitors beeping. Just silence, and as hard as you try, you can't seem to recall how you got here...or what your name is

Rating : TBA

Monday Afternoon

Dungeon Crawlers

A FATE Accelerated game by Michelle Haward

Your parents will be home from slaying monsters soon! Time to tidy up and... where's the baby? You were meant to be watching the baby while you played! He's crawled off somewhere! Could he have gotten into the Dungeon? His mom will be raging mad – and she's a real barbarian! You had better get him back... before your bed time.

Rating: E

Tags: Fantasy, Comedy

Tropic Kill 3: Zulu Hour,

A Savage Worlds game by Baz Nugent

After the Rumble in the Junta, and the South-East Asian Sheikh-down, Dog Company are developing a bad reputation for doing good deeds. But fame comes with a cost. Rumour is the Zulu has come out of retirement to school Dog Company on how a mercenary behaves. Hunted by a lethal legend who thinks of collateral damage as a calling card, there's no safe havens and no non-combatants. But if it's time to say Sayonara in the Sub-Sahara, Dog Company will be going out kicking, screaming and calling in airstrikes.

Pack Light. Pack Light 50.

Rating: M 16

Tags: Action adventure, cinematic

BEACON

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PATHFINDER



Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

If you are new to Pathfinder you can play using one of our pre-gens or by creating your own character using the guidelines on the Paizo site. Upon completion of the game you will receive a chronicle sheet detailing the XP, gold and prestige you have earned. With these chronicles you can play your character at any PFS and bring them from Level 1 all the way up to Level 12 and beyond!

TIMETABLE

Friday Evening

Black Waters #6 (Tier 1-5)

King of the Storval Stairs #4-04 (Tier 7-11)

Song of the sea Witch #3-06 (Tier 3-7)

Tapestry's Toil #6-21 (Tier 5-9)

Friday Night

Among The Living #7 (Tier 1-7)

Saturday Morning

11:00 PFS Special: Blood Under Absalom (All Tiers)

Saturday Evening

18:00 School of Spirits #7-05 (Tier 1-5)
Six Seconds to Midnight #7-02 (Tier 3-7)
The Fabric of Reality #4-16 (Tier 5-9)
Returned to Sky #6-20 (Tier 7-11)

Saturday Night

23:00 Among The Dead #49 (Tier 1-7)

Sunday Morning

Quest (new player friendly)
We be Goblins! (new player friendly)
Serpents Rise #6-98 (pregens)
The Golden Serpent #3-24 (Tier 5-9)

Sunday Afternoon

Quest (new player friendly)
We Be Goblins Too! (new player friendly)

Sunday Evening

Severing Ties #4-07 (Tier 1-5)
The Iron bound Schism #7-04 (Tier 7-11)
Quest (new player friendly)
We Be Goblins Free! (new player friendly)

Sunday Night

Among The Gods #3-08 (Tier 3-7)

Monday Morning

Quest (new player friendly)
The Wounded Wisp #6-10 (Tier 1-2) (new player friendly)
Serpents Rise #6-98 (pregens)
The Sanos Abduction #4-05 (Tier 3-7)

Monday afternoon:

Quest (new player friendly)
In service To Lore (new player friendly)

Friday Evening

Werewolf The Oldest Enemy: Luna's Promise,

A Werewolf 20th Anniversary Ed LARP by Seamus Butler

Luna's command has been filled. For the First time a tribe has murdered it's own Tribal Totem. Stag is gone and Luna has gathered a group of Incarna to help the Fianna choose their new totem.

of players: Ongoing Campaign players + walk in players (20) + 6 npcs

Rating: (T for Teen)

Politics and Rage

Friday Night

Baron Munchausen

The Extraordinary Adventures of Baron Munchausen

It is the eighteenth century. A group of nobles are gathered in a location where there is a good stock of wine, and pass the long evening by entertaining each other with tales of their travels and surprising adventures.

Rating: (T for Teen)

Saturday Morning

Murder Hobos: The LARP

A d6 game by Matty

You are cordially invited to the Wedding between the Hobo Princess & the Demon Prince.

Two houses with an ancient grudge that, on this day, shall be ended with their fair union. To cement their bond a treaty of civil peace will be made between the two worlds of Demon and Hobos.

of players: 13

Rating: T for Teen

High Fantasy Whimsy & Tragic Teen Love Story

Saturday Afternoon

Higher Powers #18 Forbidden Practice

A Higher Powers game by Michelle Haward, Feargal Keenan and Alex Altman

POLICE MEMO RE: ARCANUM EVENT.

I have hear that there is confusion regarding the presence of "tools of witchcraft" and practitioners at this event. I have confirmed that the Emir of Dubai himself has given a one week waiver of the law, to allow this event to occur. Yes, it is unusual. During this week magic and its paraphernalia is not illegal.

That being said, if you must attend the symposium do not spend too much time around the exhibits – it is better to be safe than sorry. Many practitioners and curious individuals will be in attendance. Including Parahumans – those with super human powers. There may even be visitors from an international occult society, The Ministry of Sphinxes. Keep your own

minds clear at all times. You are instructed to use zero tolerance on any person who may attempt to use this event as a screen for other illegal activities. Dubai is a great and prosperous city, and one event must not be allowed to ruin her..

of players: 25 returning + 6 new players

Rating: E for Everyone

Superheroes

Saturday Evening

How Kevin Kelly took Thirteen Inches of Gold and Taught Us How to Cry Again

A LARP for 8-12 players who might be concerned about the End of the World cutting the Oscars short by The Brothers Nuge

After semi-intentionally causing the dissolution of the United States and becoming Supreme Leader of North South Up Down Strange Charm Korea, Kevin Kelly, his timeshare debutante wife and the amnesiac dictator cum performance artist Kim Jong Fun are finally getting down to their intended business – making the Mustard Encrusted Blustard's movie the biggest thing since Brando's butter budget.

Films submitted to the Academy are rarely taped to a WMD, but Kevin Kelly is no normal egotistical oaf and he plans to go nuclear for your consideration.

Will California tip into the Sea? Will Kevin Kelly contaminate Disneyland?

Will the secret power behind all terrible franchises please stand up?

And I looked and behold a salmon shirt, and Amsterdam for the Long Weekend followed with him!

Rating: M for Mad

Comedy, Satire, Hashtags

Saturday Night

The Dublin Dark Heresy LARP Society Presents: Must save the Planet but first, some cheese.

The time to save this world grows ever shorter!

The tides of corruption grow ever closer!

The all seeing eye of the Inquisition looms ever larger!

So where's the harm in taking a few hours off to enjoy some freshly smuggled wines & exotic fruits.

What's the worst that can happen?

of players: 16-20 new players.

Sunday Morning

Isolation

A LARP by Graham Tormey, Baz Nugent & Fergal 'Fatz' Fanning

It has been one hell of a day in Isolation.

The blizzard has hit and it's a doozie. Utilities have started dropping out as power lines are taken down by the storm and some of the townsfolk have sought

shelter in the local church. While they may be warm and safe from the weather outside, they still have to deal with each other. It has been a difficult day so far, and it's not over yet.

This Isolation LARP follows on from the RPG session on Saturday afternoon. Players who take part in the RPG slot can use the same characters when they return for the larp. Playing the RPG is certainly not a prerequisite for the LARP though, and new townfolk are more than welcome to join if they were unable to make it to the tabletop session.

Rating: M

Tags: Modern, Crime, Horror

Sunday Afternoon

Higher Powers #19 Tomorrow's Problems Today

A Higher Powers game by Michelle Haward, Feargel Keenan and Alex Altman

I got it! I got the ticket! I TOLD you that I could totally get one on ePay! OK, so I actually got it on peterslist.com. And I kind of begged – but it worked! I am going to the Tomorrow Today science expo in Hong Kong! THERE IS GOING TO BE SO MUCH COOL STUFF! All the big Tech companies are going to be there! Maybe I can score an internship with Ibis Industries or the Metis project! Or ForresTech – their energy cells are CRAZY! Cleaner than solar – frikking SOLAR man. And Carter-Smyth's phones are the cutting edge in communication technology – maybe I'll pick one up. Not to mention all the photo-ops with super powered Parahumans. I'll bet that a bunch of First Wavers will be there. They are not WASHED UP, dork. And there is that rich dude at the expo who could help get them out of trouble – you know, the one talking about wanting to sponsor a good cause? See! Gotta go, bus is arriving. By the way, can I borrow money for a flight? Kthksbye!

of players: 25 returning + 6 new players

Rating: E for Everyone

Superheroes

Sunday Evening

Battlestar Galactica: Getting the House in Order

A system-less LARP by Xander Cosgrave

Caprica News Network here.

The Election of a new Colonial President after the resignation of President Adar due to health concerns has lead to a massive shake up in politics as the 'Union of Twelve' Party's candidate Perry Quartararo received huge popular support. How will a Federalist and Former Colonial Officer lead the Colonies as the 40th Anniversary of the end of the Cylon war comes up, while facing the issues that plagues the last days of the Adar Administration?

I'm D'anna Biers, and I'm going to be following the president during the first 100 days of their term.

of players: 8-13

Rating: T for Teen.

Sci-Fi and Politics

Sunday Night

In Nomine: Some Say the Devil is Dead. Step into the Light

An In Nomine LARP by Seamus Butler

Things have deteriorated.

Without Lucifer to keep them at each others throats Hell has unified. The massed forces of Hell have pushed back and the world stands on the brink of World War 3. You'd think this would be enough to unite Heaven and accept the redeemed Lucifer back into Heaven. But no and Lucifer's growing Choir of followers are coming under greater scrutiny and suspicion.

of players: 10 – 30 players

Rating: (M for Mature)

Heavenly infighting

Monday Morning

The Other Realms

A The Other System LARP by Ian Paul Power & Vanessa Phillips

The Great King is ageing and it is time for him to pass on his mantle, and with it the greatest power in the universe. But from where will his successor be chosen, from the lands of Fire, Air, Earth, Water, Spirit or Darkness? Candidates from the 6 Realms have been summoned for testing. Some ask when the tests will begin, but this is the Great King, the tests began a long time ago.

of players: 12 -18 (Even number essential)

Rating: E

Otherworldly, Fantastical

Monday Afternoon

Gilgamesh #6

A Gilgamesh game from Team Midway

The crew of the Gilgamesh have been lost in the Lagoon Nebula for a year. Originally the vessel was on the run from the fearsome and mysterious Enemies and allied with the fleet of refugee spacecraft known as the Flock. After investigating a second Enemy stronghold discoveries have been made. With all of the Away Teams back on board the Gilgamesh, some hard choices need to be made and some investigation needs to be carried out. (Returning players are welcome and new characters are available. New to Gilgamesh? Check out everything you need to understand what's going on at <http://www.midwaylrp.com>)

Rating: E for Everyone

SciFi


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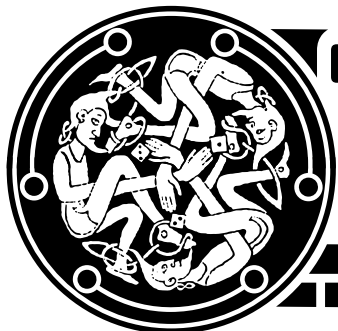
1ST - 3RD APRIL 2016

UCD

ENTRY €5

MORNING
11AM - 2PM

AFTERNOON
3PM - 6PM



GAMES CON

23-26 OCTOBER

OF THE NEAR FUTURE YEAR

BALLSBRIDGE HOTEL D4

TWENTY-FIFTEEN

RPG: Gilgamesh RPG
RPG: Brave Bronze Eagles in Journey to the Red Planet
Mighty Morphin' Mythos Rangers
LRP: Murder Hobos: The LARP
WG: Warhammer 40K
WG: Warmachine 50pt Steamroller
WG: Warmachine 25 Pt Steamroller
WG: Guildball Official Irish Launch
CCG: Magic Battle for Zendikar Draft
CCG: Dice Masters Rainbow Draft
CCG: Netrunner Organised Play kit
CCG: Yu-Gi-Oh Win a Mat

RPG: Isolation
RPG: X-Com: Enemy Beyond
LRP: Higher Powers #18 Forbidden Practice
WG: Warhammer 40K
WG: Guildball Irish Launch Tournament
CCG: Magic Conspiracy Draft
CCG: Modern Constructed Tournament
CCG: Magic Battle for Zendikar Draft

RPG: Timewatch: The Hatching Time
RPG: Supernatural: Family Ties – Bug Hunt
RPG: Legends of the Reconquest
LRP: Isolation
WG: Warhammer 40K
WG: Warmachine 3-person Team
CCG: Magic Battle for Zendikar Draft
CCG: Netrunner Organised Play kit
CCG: Yu-Gi-Oh Win a Mat

RPG: Bleeding Edge
RPG: No Good Deed
LRP: Higher Powers #19 Tomorrow's Problems Today
WG: Warhammer 40K
WG: Warmachine 3-person Team
CCG: Modern Constructed Tournament
CCG: Magic Battle for Zendikar Draft
CCG: Magic Commander Format
CCG VS SYSTEM 2PCG Constructed
CCG: Warhammer Conquest

RPG: Tales of Toholon: Virtue of the Vicious
RPG: Time Off For Bad Behaviour
RPG: While You Were Asleep
LRP: The Other Realms
WG: Warmachine - Who's the Boss?!

RPG: Dungeon Crawlers
RPG: Tropic Kill 3: Zulu Hour
LRP: Gilgamesh #6
CCG: Magic Modern Masters Booster Draft
CCG: Game of Thrones LCG

EVENING 7PM - 10PM

NIGHT 11PM - 2AM

OPENING CEREMONY

RPG: A Shot in the Dark
LRP: Werewolf The Oldest Enemy: Luna's Promise
CCG: Friday Night Magic
SOC: Gamer Karaoke

RPG: Who Wants to Kill on Air
LRP: Baron Munchausen

11-10-17

RPG: Can you See Me?
RPG: Tales of the Dalish
LRP: How Kevin Kelly took Thirteen Inches of Gold and Taught Us How to Cry Again
CCG: Magic Standard Constructed
SOC: Gaelcon Pub Quiz

RPG: Powder Blue
LRP: The Dublin Dark Heresy LARP Society Presents: Must save the Planet but first, some cheese.

10-10-17

CLOCKS GO BACK!

RPG: Happiest Place on Post Apocalyptic Earth
RPG: Blood and Iron: Under the Pale Moonlight
LRP: Battlestar Galactica: Getting the House in Order

RPG: Diabolus Ex Machina
LRP: In Nomine: Some Say the Devil is Dead. Step into the Light

10-10-17

**IGA CHARITY
AUCTION**

CLOSING CEREMONY

10-10-17

CCGS

Dice Masters

Saturday

Rainbow Draft, organised by Black Kat Games.

Registration: 10:00

Entry: €18

Entry is €18 and includes 12 boosters of War of Light Set to Draft from. Each entrant will get a Limited Edition Promo and there will be additional promos and boosters for the top players. Each player will need to bring 8 side kick dice and 2 basic action cards from any set they like.

Game Of Thrones LCG

Game of Thrones LCG 2.0 Tournament by Black Kat Games.

Registration: 15:00

Entry: €10

New Game of Thrones LCG OP Kit Promos for all entrants. Additional Promos for the top players and winner gets a mat. Straight Swiss no cut.

MAGIC: THE GATHERING

Friday

Friday Night Magic

Run by: Sandbox Games

Registration: 18:00

Entry: TBA

Friday Night Magic, run by Sandbox Games!

Saturday

Battle for Zendikar Draft

Run by: The Warchest

Registration: All day (on demand)

Entry: €13.50

Call by The Warchest stand where we'll have Battle for Zendikar drafts firing on demand. €13.50 gets you three boosters and with the Land Station on hand you'll build a 40 card deck to do battle with your fellow Planeswalkers!

Conspiracy Draft

Run by: Black Kat Games

Registration: 15:00

Entry: €12

Each Player gets 3 boosters to draft, Prizes and Promo Cards for the top players.

Modern Constructed Tournament

Run by: The Warchest

Registration: 15:00

Entry: TBA

8 Players are required for this tournament to fire and the grand prize is a copy of From the Vault: Angels! If there are 9 or more players additional prizes will be on offer!

Standard Constructed Tournament

Run by: The Warchest

Registration: 10:00

On Monday Morning The Warchest presents a Standard Constructed tournament! 8 Players are required for this tournament to fire and the grand prize is a Battle for Zendikar Fat Pack! If there are 9 or more players additional prizes will be on offer!

Sunday

Battle for Zendikar Draft

Registration: All day (on demand)

Run by: The Warchest

Entry: €13.50

Saturday and Sunday call by The Warchest stand where we'll have Battle for Zendikar drafts firing on demand. €13.50 gets you three boosters and with the Land Station on hand you'll build a 40 card deck to do battle with your fellow Planeswalkers!

Modern Constructed Tournament

Run by Black Kat Games

Registration: 10:00

Entry: €5

Modern Format tournament, Rounds and Cut determined by the number of players. Winner will get A super cool Mario Mat with booster and promos for other top players!

Commander Format Tournament

Run by: Black Kat Games.

Registration: 15:00

Entry: €5

Commander Format tournament. Run over 3 round with pods of 3 to 5 players. Each entrant will get a promo cards and there will be cool prizes TBD for the top players

Monday

Modern Masters Booster Draft

Run by Black Kat Games

Registration: 15:00

Entry: €30

Each Player will receive 3 modern masters boosters to draft with. The event will be straight swiss

Boosters and Promos for the top players.

NETRUNNER

Saturday

Organised Play kit, organised by Black Kat games

Registration: 10:00

Entry: €10

Constructed Format. Promo cards for each entrant. Straight Swiss no cut. Top players will get additional promos, deck boxes and a Mat for the winner. The winner will receive entry and a bye to the Black Kat Games All Ireland Championships in Kilkenny next Spring.

Sunday

Organised Play kit, organised by Black Kat games

Registration: 10:00

Entry: €10

Constructed Format. Promo cards for each

CCGS

entrant. Straight Swiss no cut. Top players will get additional promos, deck boxes and a Mat for the winner. The winner will receive entry and a bye to the Black Kat Games All Ireland Championships in Kilkenny next Spring.

Vs System 2PCG

Saturday

Black Kat Games will be demoing the new VS System 2PCG all weekend at their stand.

Sunday

Registration: 15:00

Entry: €10

Constructed Tournament, organised by Black Kat Games.

Swiss rounds with a cut to top 4. Great prizes TBD

Warhammer Conquest

conquest_bannerSunday

Registration: 14:00

Entry: €10

Organised Play Kit Tournament, organised by Black Kat Games.

Straight Swiss No Cut. Promos for all entrants.

Additional promos for top players and a mat.

Yu-Gi-Oh

Saturday

Win a Mat Tournament, by Black Kat Games

Registration: 09:00

Entry: €6

Advanced Constructed format. Each entrant gets a participation prize of the latest Astral Pack. Number of rounds depends on number of players, the event will be straight Swiss with no cut. There will be booster prizes for the top 4 and a Mat for the winner.yugiohlogo2-300x146

Sunday

Win a Mat Tournament, by Black Kat Games

Registration: 09:00

Entry: €6

Advanced Constructed format. Each entrant gets a participation prize of the latest Astral Pack. Number of rounds depends on number of players, the event will be straight Swiss with no cut. There will be booster prizes for the top 4 and a Mat for the winner





WARPCON GOTTHAM XXXVI

29th - 31st January

University College Cork

WARGAMES

Warhammer 40K

This years 32 player tournament will contain 5 games Played over 2 days on the Saturday and Sunday of Gaelcon.

The Tournament will be of the following format

1650 Points, Battle forged armies only

Units from the Imperial Knights Codex may be taken.

If your army consists of only a single Detachment its Warlord, even if it is a special Character, you may make an additional roll on the Warlord Trait table from the Rulebook.

If your army consists of 3 or more Detachments or Formations then only the Primary Detachment gains the bonuses from "Command Benefits".

Units from Escalation and other Super Heavy units May not be included

Fortress of Redemption, Aquila Strongpoint Fortifications may not be included

Warmachine and Hordes

warmahordesThe aggressive, metal-on-metal WARMACHINE game is set in the Iron Kingdoms, an environment that combines the richness of traditional fantasy with the excitement of steam power and gunpowder. Across the realm, ancient rivalries among nations are exploding into all-out conflict, setting the stage for WARMACHINE.

WARMACHINE players take on the role of warcasters as they lead their titanic forces into battle. Warcasters possess significant martial prowess of their own as well as having hardened warriors and magical spells to bring to bear. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, machines, and creatures in their armies. WARMACHINE is fully compatible with its feral twin, the monstrous miniatures combat game of HORDES.

Demo games

Want to learn how to play Warmachine & Hordes? Come on up to the wargames area where we will have two battlebox starter forces ready to go, and an enthusiastic volunteer to

show you the ropes. We will be there all the time while tournaments are ongoing, and if you don't find us at the organiser's desk, just ask someone to point us out!

Tournaments

Saturday – 50pt Steamroller

Players bring 2 50 point lists with different warlocks/warcasters. Registration will be at 9am, aiming to start at 10am.

Saturday- 25 Point Beginner-Friendly Steamroller Tournament

For those of you who haven't gotten to the 50 point stage yet, this is the tournament aimed at you. You can bring one or two 25-point lists (with different warcaster/warlock for each one), and play against other players at experienced and novice level. We will be running demos throughout the weekend to show you how Warmachine & Hordes is played, and if you are interested but don't yet have an army please contact the Warmachine & Hordes team at the convention and we will arrange for an army to be loaned to you! Registration for this will be at 12pm, aiming to start the tournament at 1pm.

Sunday – 3-person Team Tournament

Players form teams of 3, labelled A, B and C. Each player brings one 50 point list. Each round you face another team, and A plays A, B plays B, and C plays C. You have one opportunity to switch around a match-up, or deny your opponents the ability to do the same. We have space for 10 teams so please sign up in advance on the Warmachine & Hordes Ireland Facebook group thread, or email wargames@gaelcon.com with your team name and three team members.

Monday – Who's the Boss?!

Who's the Boss is the game of warcaster roulette! You bring a 35 point army, and then spin the wheel to discover which of the 100+ warcasters and warlocks of the game will be leading your intrepid forces. The player with the most Boss points at the end of the game wins. We will be accepting donations to the Gaelcon charity fund for some of the special rules for this tournament!

WARGAMES

Guildball

Mob football is a game generally played between neighbouring towns and villages on feast days (hence the popularity). Players on opposing teams clash to control a leather-wrapped inflated pig's bladder and attempt to kick it into the opponent's goal. Over the years, rudimentary leagues and tournaments have sprung up; there have even been some national level games between some city states.

The powerful Guilds of the land have taken advantage of the huge popularity of the sport as another means to control the masses. They invested vast sums of money; creating professional Guild sponsored teams and structured leagues. The public went crazy as the game was elevated to new heights of spectacle. Guild Ball was born amidst a blaze of interest and publicity and with it, a whole new business and revenue stream for the Guilds. Games are now played out in front of vast crowds of fans, whilst behind the scenes the results can mean fortunes are won or lost on the kick of a ball.

Playing the role of the team coach, you will take control of a Guild Ball football (soccer) team and with a combination of tactics and strategy attempt to outscore your opponent whilst simultaneously trying to achieve additional secret political objectives and agendas.

As well as the Official Irish Launch Tournament, we will also be running smaller tournaments over the weekend in the evenings on a first come first served basis. Call up to the wargames desk to register!

Official Irish Launch Tournament (Saturday)

Playing the role of the team coach, you will take control of a Guild Ball football (soccer) team and with a combination of tactics and strategy attempt to outscore your opponent whilst simultaneously trying to achieve additional secret political objectives and agendas.

Guild Ball – A Fantasy Medieval Football Sports Game is coming to Ireland! We are pleased to be able to host at Gaelcon our Irish Launch Tournament with some cool and exclusive

prizes for all attendee's.

Competition Details:

Date: Saturday 24th October

Start Time: 09:30

Registration: 09:00

Competition Length: A Champion is Crowned

Match Win Conditions: Play to the final whistle

Round Length: Team Tactics

Team Roster Selection: Strength in Depth (8 Models)

Match Roster Selection: Hide the team sheet!

Schedule:

09:00 – 09:20:- Registration

09:20 – 09:30:- Briefing

09:30 – 11:20:- Round 1

11:20 – 12:00:- Lunch

12:00 – 13:50:- Round 2

14:00 – 15:50:- Round 3

16:00 – 17:50:- Round 4

18:00:- Awards & Goodbyes

X-Wing

Standard Format Tournament: (Entry €5)

For all you experienced or just interested pilots we will be holding a tournament on Saturday. This will be a 5 round event using the standard format FFG X-Wing tournament rules. The event timetable is below:

Registration 10am

Game 1 at 10.30am

Break from 11.30am

Game 2 at 11.45am

Break from 12.45pm

Game 3 at 1pm

Break from 2pm

Game 4 at 2.30pm

Break from 3.30pm

Game 5 at 3.45pm



IGA
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November 13th - 15th 2015

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Traders - Guests - Cosplay - Screenings - Artists - Events - Panels - Gaming



WARGAMES

End at 4.45pm

Awards at 5pm

Introductory Games:

X-Wing:

Calling all new or aspiring pilots we will be offering flight and combat lessons on an ongoing basis through the weekend so if you would like to defend the rightful government in the seat of a Tie Fighter or help the Rebels force by commanding an X-Wing fighter step right up and we will show you all the basics you need to know.

Imperial Assault:

Space battles are not the only front on which the Empire is defending loyal citizens from the dangerous rebels. Once a rebel bases has been identified then dangerous ground assaults need to be mounted in order to neutralise the Rebel Forces. On Friday 23rd we will also be hosting demo games of the Imperial Assault Skirmish game.

Demo games

Warzone: Resurrection

The Solar System is under siege, the five Megacorporations of Mankind are striving for domination of the Inner Planets from one another. Conflict swings back and forth from the dark subterranean caverns of Mercury to the frozen tundras of Ganymede as each one strives for greater profits and power. The unified church of The Brotherhood struggles to unite the warring factions as nightmares from beyond the known universe emerge to claim humanity's very essence, the Dark Legion has returned and it is hungry.

A dynamic and flexible 32mm skirmish system set in the dark sci-fi future of the Mutant Chronicles Universe, Warzone: Resurrection is a game that anyone can get into, without selling body parts. Demo's will be held on Saturday and Sunday of Gaelcon, with models for several factions provided for you to try it yourself.

1-48 Tactics

1-48 Tactics is a fast paced and easy to learn but hard to master WW2 miniature skirmish game using stat cards and tokens to simulate small unit actions. Within a few minutes new players will have grasped the basics of the game and be playing confidently. Players

require only 4-5 miniatures for a quick but tactical game and it can be played on a playing surface as small as 2' x 2'. The game can also be scaled up without bogging down thanks to its unique command and control system.

Ideal for those times when you have only an hour to set up and play but also able to provide games lasting over several hours.

This year at Gaelcon we will be setting our scenarios during the battle for the Hurtgen Forest in late 1944, the longest battle on German ground during World War II and also the longest single battle the U.S. Army has ever fought.

tundras of Ganymede as each one strives for greater profits and power. The unified church of The Brotherhood struggles to unite the warring factions as nightmares from beyond the known universe emerge to claim humanity's very essence, the Dark Legion has returned and it is hungry.

A dynamic and flexible 32mm skirmish system set in the dark sci-fi future of the Mutant Chronicles Universe, Warzone: Resurrection is a game that anyone can get into, without selling body parts. Demo's will be held on Saturday and Sunday of Gaelcon, with models for several factions provided for you to try it yourself.

BattleTech

The year is 3025. Hoping to draw House Kurita into a trap, Hanse Davion has leaked a fake story about the discovery of a Star League facility on the backwater planet of Galtor III. There's just one problem – the troops positioned for the ambush have just found a real Star league base, and now they're in for the fight of their lives.

Demo games of BattleTech will run Saturday and Sunday with a participation game set during the Galtor Campaign using the Alpha Strike rules on Monday.

Leviathans

In 1876, the Polish genius Rynchowski discovered a liquid which caused a container to float when an electrical current was passed through it. Quickly, the great powers of the world harnessed this technology for their militaries, creating mighty fleets of battleships – in the sky. It's 1910 and tensions run high all across Europe. There's going to be a war sooner or later, and the mighty sky fleets will meet each other in battle.



Potterfest Galway

12th - 13th March 2016



Potterfest Galway



PotterFest Galway (@PotterFestNUIG)

BOARDGAMES

Boardgames are awesome. If you haven't discovered this for yourself yet, let us help! We'll have oodles of games to borrow at Gaelcon, and we'll be happy to help with set up and show you how to play!

We'll also be running intro sessions of certain boardgames throughout the weekend. These are perfect for those of you who've never played before, or have just played Monopoly with the family (there'll be no tables flipped, I promise!).

These games will typically take less than 30 minutes, so you can have a go between RPG slots, or while chilling out after a day of Wargaming.

At any given time, come over to the boardgames desk and we'll run a demo of any of these games:

Coup – bluffing game, assassinate your friends.

Love Letter – try to guess your opponent's card, find the princess.

King of Tokyo – super fun dice-rolling, monster-smashing game.

Carcassonne – area control, build up your castles and farms to take over the kingdom.

Dixit – card interpretation; choose beautiful cards to fit a theme.

Splendor – resource gathering, collect gems to influence nobles.

The awesome people from **Steve Jackson Games** will also be on hand to demonstrate any of their games (Munchkin, Chez Geek, Revolution etc.).

As always, we'll also have an extensive boardgame library for you to peruse at your leisure. Let us know at any point and we can help set up games and going through rules etc. We can even help you find players if you want to play a game and your friends are AWOL!

Playtest Dublin

Saturday 12-4pm

Playtest Dublin are a locally based group where boardgame designers bring their prototypes to be tested by other designers and players. They meet once a month, and will meet at Gaelcon this October 24th from 12-4pm.

They have designers of all different levels - some are still beginners, some are already advanced and trying to get published. It's a great group where people can share knowledge so if you know designers that might be interested please tell them.

Please come along if you're interested in the following:

- To share your ideas
- To give (and get!) honest and helpful feedback
- For advice on getting a game published
- Tips on crowdfunding
- How to approach manufacturers and tips on getting prototypes built
- To organise playtest meet ups or just general board game meet ups
- To look for artists and other like minded designers to work with

See you there!

SOCIAL EVENTS

Friday Night: Karaoke party

Attendees are encouraged to sing the night away. No one will be judged (other than secretly) and it is something we are really looking forward to. For those of you who won't be able to make it along for the Friday night the Karaoke machine will be relocated out of the Main Hall for the other nights and will continue to be accessible.

Saturday Night: The GaelconPub Pub Quiz (12+ players)

Gaelcon is hosting its annual pub quiz on Saturday night in the hotel bar. Please get your thinking caps on! This is always great fun.

Sunday Night: The IGA Charity Auction

What started as a drunken "no, I want it more" between two slightly intoxicated gamers in a pub many (many) moons ago has become one of the highlights of the gaming year. The IGA Charity Auction at Gaelcon has grown and grown since that first fateful argument over a shiny object, and has become something that has a real impact on the lives of many people.

Each year, we wait with bated breath to see what amazing and rare objects that our incredible donors will arrive with. We spend hours deliberating over how to show each item to it's best potential, and then cross our fingers that those wonderful gamers who come with open minds (and wallets!) to the auction will be as generous and receptive as they always are.

Why do we do it?

The simplest answers are quite often the best.

We do it "for the kids".

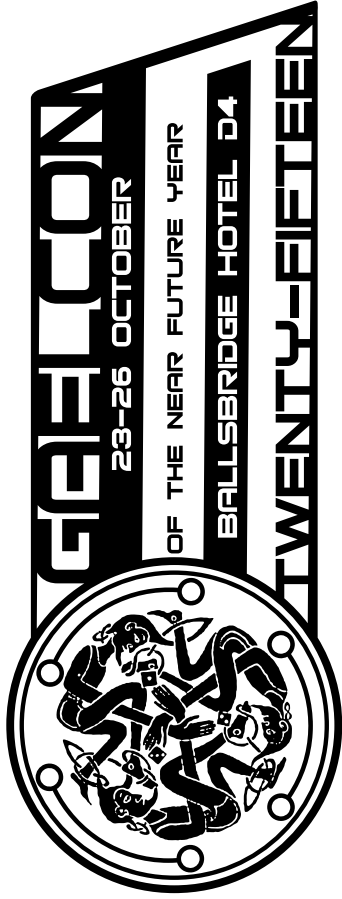
Sure, we use it as a witty catchphrase to encourage large numbers of gamers to part with large amounts of cash, but that doesn't make it any less true. The money that is raised through the IGA Charity Auction has a very real impact on the lives of kids all over Ireland.

OPENING HOURS AND ACCESS

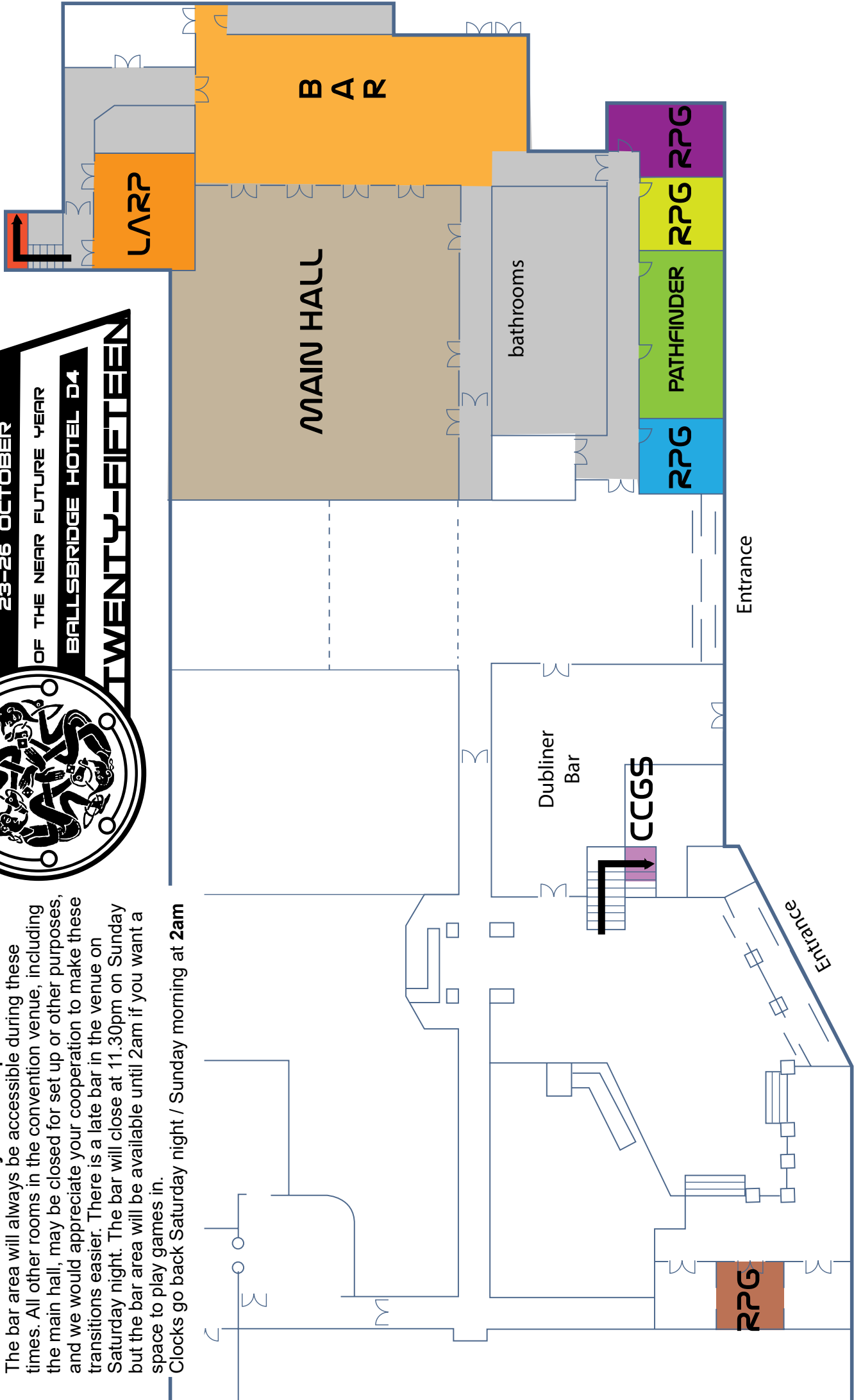
Friday: 6pm - 2am Saturday and Sunday: 10am - 2am
Monday: 10am - 6pm

The bar area will always be accessible during these times. All other rooms in the convention venue, including the main hall, may be closed for set up or other purposes, and we would appreciate your cooperation to make these transitions easier. There is a late bar in the venue on Saturday night. The bar will close at 11.30pm on Sunday but the bar area will be available until 2am if you want a space to play games in.

Clocks go back Saturday night / Sunday morning at **2am**



WAR GAMES



to and from gaelcon

ballsbridge is a very safe area but it can be quiet late at night especially on the way back into the city centre.

if you are headed home late at night on your own there is a taxi rank outside the hotel. a taxi to o'connell street will cost approximately 8 - 12 euro.

on monday morning the dublin marathon will be running and this will impact travel times.

clocks go back 1 hour on saturday night / sunday morning at 2am

**route to city centre
15 - 20 minutes**

**atm
tesco
burger king
tolteca
eddie
rockets**

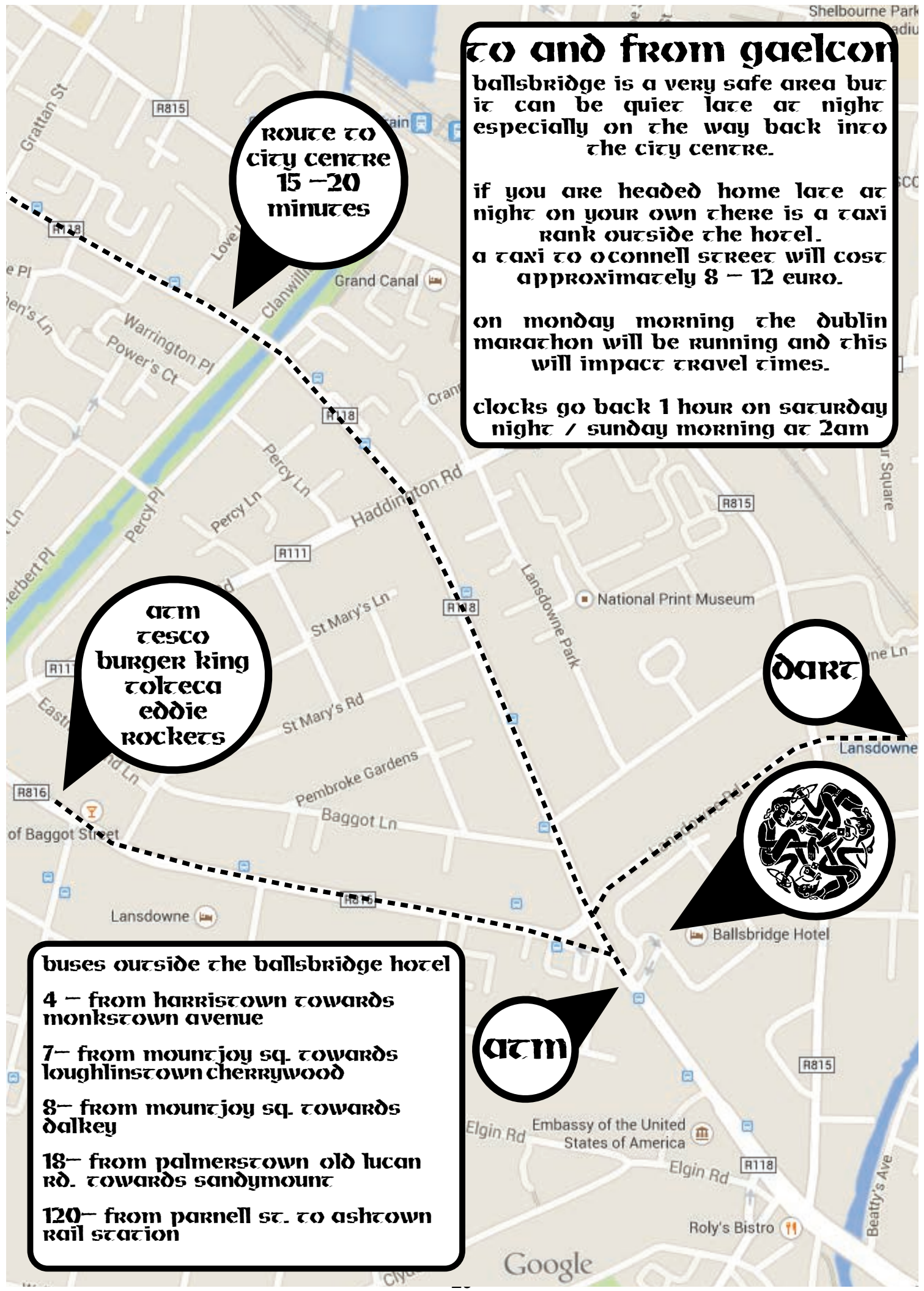
dart



atm

buses outside the ballsbridge hotel

- 4 - from harristown towards monkstown avenue**
- 7- from mountjoy sq. towards loughlinstown cherrywood**
- 8- from mountjoy sq. towards dalkey**
- 18- from palmerstown old lucan rd. towards sandymount**
- 120- from parnell st. to ashtown rail station**



Join the Academy of Eblana

Academy of Eblana is an ongoing, high-fantasy Live Roleplaying game where players take on the role of Graduates of the Academy of Eblana, a training ground for would-be heroes. Their adventures take them across a world left in ruins by the Fall of the Eternal Empire, as they aid the people in their attempts to rebuild civilisation.

Along the way, they have faced ancient and powerful enemies, and by strength, guile or magical prowess they have prevailed so far, though at a terrible cost. New heroes must step up to take the place of the fallen, but remember the Academy's

motto:

Anyone can be a hero,

But not everyone is a hero

iga.ie/academy

IGA CHARITY

Welcome back to another Gaelcon. I'm Hudson and it's both my privilege & pleasure to be the Charity Officer for the IGA. As part of my role I have many duties, liaising with the different Charities we've been involved with, collecting the money raised by our events (I really like that one, no seriously at one point I literally walked over hot coals to do it.) and my personal favourite, manage the Charity Auction.

At last year's Auction we amazed the representatives from our chosen Charities with both the variety of things for which Gamers were willing to part with precious money (I believe the matching friendly muttonchop were a memorable highlight) and the insane amounts of cash they pledged to the cause. This year we have decided to do things a little differently, this year we're partnering up with Helium, one of the charities we donated to last year. How is this different you ask? Well, we will still be making a donation to Helium and in addition to this we will be working together with Helium, over the course of the next year, to organise & run a number of events for the children they help.

I look forward to being able to tell you more about what is being planned as soon as we have more details. In the coming months, as we get a firmer idea of what type and scale of event we are able to put on, we will be able to post updates with the latest news and developments, so far it suffices to say that these are exciting times.

The IGA's flagship charity event of the year is Gaelcon's Charity Auction, but it's by no means our only charitable fundraising event. We have also run a series of one-off charity events, including a pub quiz for Haiti, the Max Rickard Memorial LRP (which lead directly to the creation of the Academy of Eblana) and Heckcon in aid of the Irish Cancer Society. We also run regular Pub Quizzes, both in Dublin & Cork City venues and at gaming conventions around the country, with the raffle proceeds going to the charity fund.

So if you have a moment to spare come on over to the Charity Desk to find out more about what we're doing and how you can help. After all "It's for the Kids".

Finally I'd like to thank all of you amazing people once again for your donations without which I'd have had very little to write about here.

- Hudson
IGA charity Officer



IGA CHAIR

Welcome to Gaelcon. Gaelcon is the IGA's biggest and most elaborate event of the year, and is the culmination of a year of planning. Eoin, the Con Director, can tell you more about the joys and stresses of running the Con, but I'd like to take this opportunity to tell you about what the IGA does the rest of the year round. In doing so, I hope to answer some of the questions I occasionally get at Gaelcon: Who are the IGA, and what do we do?

The Irish Games Association, or IGA, is a group dedicated to promoting gaming in Ireland. Membership is by invitation, and members take on joint responsibility for any events we run. IGA members are generally experienced event organisers from around the country, either on the CCG and wargame tournament scenes, or people with experience running conventions or independent gaming events.

We promote gaming in three ways. Firstly, we run events of our own. Every week, we host gaming events in Dublin (Thursday Games Nights at Robert Reade's) and fortnightly in Cork (Cork Action League on Mondays in Gallaghers.) These regular pub gaming events help bring people together and keep up a regular session each week of dice, cards and beers. Several times a year, we present Academy of Eblana, Ireland's largest ongoing "rubber-sword" style LRP, with over 50 regular players in full high-fantasy costume, running for three days at a time. We're always happy to see new faces at any of our events, so come along and join in the fun!

Secondly we support other groups in running gaming events. This support takes a number of forms. For one thing, the IGA has equipment which can be borrowed, to help groups get their events off the ground, such as radios and wargaming terrain. Another way we can help is that we have an annual sponsorship fund, which has been used in the past by teams representing Ireland at international gaming events, or by small event organising groups to get started. Lastly, the IGA has its members, many of whom have been through the trials and tribulations of running events, and usually if someone needs advice on running an event, one of us will usually be able to help, or if not, we'll be able to point you to someone who can.

Finally, we do charity work. This year, our partner charity is Helium, and we are working with them on a number of special events over the coming year, funded by your generous donations at the IGA Charity Auction each year at Gaelcon. We also run one-off charity events where your contributions are devoted to a particular cause. Some of these events have honoured friends who've gone before us, as was the case with Heckcon or MaxLRP, while others are in support of emergency appeals from various charities.

If you want to learn more about the IGA, read up on our events, or get in contact with our members, you can visit our website at www.iga.ie or email us at iga@gaelcon.com

So I hope that's helped clear up a few things: I look forward to seeing you at one of our regular events.

Is mise, Le meas,
Oisín Creaner
Chair,
Irish Games Association

WHAT A CON. OH WHAT A
LOVELY CON



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