



OPENING HOURS

Friday: 5pm - 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.

Clocks go back Saturday night / Sunday morning at 2am to 1am.

The Dublin Marathon is on Sunday the 30th. Bear this in mind when making travel plans.

THE COMMITTEE

Fergal Monster - Director: It is known that being a con director triggers premature aging and existential crises. While this is true, Fergal hasn't gone grey because of his defiant ginger hair, and has not questioned the meaning of running a con because he cares about one thing above all others: making people happy. You should probably put down this booklet and go give him a hug/pint. #DidThisForYou #CraftBeerPlease

Rachel Scanlon & Katie O'Brien - Assistant Directors: An amazing team who defy mathematics, as they seem multiplitive, not additive. They correct courses, extinguish fires, kick ass... and make lists. They've also (unknowingly) taken on the obscure mantle of Fergal Coordinators, which is a terrible job. These heroes prove that two heads are better than mine. #sbffa #SuperBestFriendsForeverAfter

Hudson - Web & Charity Officer: Cares. Like srsly. He is greedy, he wants your money... to go to a very good cause, like a weirdly generous dragon. #CharForCharity #CharForCharisma

Eoin Murphy - Hotel Liaison & IGA Chair: is terrible and I hate him, so, so much and he should stop reading this right about now. (Honestly he's simply amazing, jerk #INeverSaidThis) #ForeverWillHeServe

Cat O'Sullivan - Special Events: Made the mistake of winning Best Staffer last year. Proving yourself to be efficient is always a mistake. People ask you to do things, you do them well, and #SpiralContinues.

Anna Ahern - Staff: Makes things happen. Cool, calm and collected and takes care of everything. Projects, people, problems. She's got skillZ, with a capital Z so you know it's legit. #LikeaABoss #AccioAwesomeness

Conor Kenny - RPG Team: His faraway stare when something weird happens is an amazing thing of beauty, as he glimpses the dark truth of reality. Then, he just goes and fixes everything. #CanSeeEternity.

Janet O'Sullivan - RPG Team: is an Omni-nerd and sub-culture superconductor. She is far too active, thinking about it makes me feel tired. Where does she find the time? #PossibleChronomancer

Nuge - RPG Team & Design: Is a being made of energy, powerful and unpredictable. It infuses everything he does, with a spark of hyperaction and creativity. #LikeALightningBolt #ToTheFace

Trina Birt - Board Games: is so enthusiastic, awesome, capable. She sees the wonder that could be in the world and strives to realise it. A well of positive energy matched with focussed ability. #ExplosivelyWinning

Lester Callanan - Treasurer, Trade & CCGs: Is no longer a man, but a collection of "hats". His list of titles and jobs is estimated to approach infinity by 2019. #HelsBecomeHatsDestroyerOfWorlds

Sam Tracey-McGee - Front Desk: Is Magic. The proof, well, he can make lactose-free icecream, if that doesn't make someone a wizard, then I don't want to know what does. Also #ActuallyAWizard

Craig Murphy - Wargames: Ask him about Craig Murphy - Never Forget. Words fail to describe Craig, they try but they just don't have it in them, it'd be cruel. #ActuallyLegitTotesMcGoatsRidicAmazeBallsLikeSRSLY

Aidan Marsh - PRO: Is leading the charge against a chthonic creature with an eldritch book of faces and constant twittering. They call it "The Social". We can only hope he will PROtect us. #NeedaHero

A WORD FROM THE DIRECTOR: TOO MANY WORDS AND NOT ENOUGH

Games are story creating engines. The best ones allow for amazing reversals and decisive plays. Unexpected decisions and dangerous gambits. Conventions are like that, but on a bigger scale. These stories help form our communities. They create bonds that can survive time and distance. Even being behind the scenes creates stories of inspiring insights, metaphorical fires and daring rescues.

For those who are new to conventions the early ones are magical and mysterious. For those who are returning, they are coming back to old bonds, past stories and still forging new ones. A convention is a passing thing. It lasts for weekend, barely a moment in time, but the stories it facilitates, those ripple on and on. They help us remember friends, new, old, distant and departed.

The theme of Gaelcon Unlocked references that. Conventions are a door to a wider community. You discover new things, rediscover the forgotten and create stories, it's like a mystery unfolding. You achieve things, and accomplish goals.

My achievement is not running Gaelcon, it has been in assembling a team of amazing individuals to do that. If you see someone in a committee t-shirt THANK THEM for giving up so much of their time and themselves to Gaelcon. They deserve it so much. The midnight oil is burnt, the blood, sweat and tears shed. They did this for you, to give you this Key. Have a wonderful weekend, and go spin more tales into the world.

#gaelconunlocked #legiterally #myachillesfeels

Fergal Monster - Con Director 2016

CODE OF CONDUCT

The IGA is dedicated to providing a safe and comfortable experience for everyone who attends our events. A full outline of the IGA gaming policy can be found here, however we have included a short summary below.

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.

For more information check ww.gaelcon.com/policies or ask at Front Desk.

Friday Evening: 7pm – 10pm**GUBU: Electile Dysfunction**

It seems as if there's only two possible explanations for the mess the country is in. Either, A) our political class is wildly corrupt, or B) there's a giant money hole where all the Celtic Tiger wealth has trickled down and pooled. The latter makes so much more sense. Of course it does, sure didn't one of the Brothers Healy-Rae-Von Daniken say so?

Think of the impossible treasure that could be there! Gold! Gems! The deeds to a house in South County Dublin!

But who'd be brave enough to go dungeon diving under Leinster House – Given what comes out of their mouths, imagine what get's flushed into the sewers?

Sure, it's up to the GUBU Water Safety, Clean Air and Smaug Prevention taskforce to go root around for loose change in that there sofa the size of Liberty Hall!

GUBU: Sure *t'is good for you!*

A Garda Unit for the Bizarre and Unprecedented game for between 1 and 8 players by that Nuge fella

Rating: Mature

Tags: Gardai. Comedy. Bamboo.

Friday Night 11pm – 2am**It Takes A Village**

Welwick-upon-Thorp is a lovely little village, you're just passing through but it's a very nice place. It has Neighborhood Watch association meetings and a Womens Institute group and the whole place is just very lovely. Lovely Indeed. They're so friendly to visitors too, though they seem quite eager to move you along. You can't help but notice there's something odd about this place, like the silence in the countryside ... or how everyone seems to smile all the time...or the look they get when you mention staying the night.

A home brew game 4 – 5 players by Feargal Keenan.

Rating: Teen

Tags: Horror. Fantasy.

Saturday Morning 11am – 2pm**Scooby Doo Mystery Inc: Tale of the fishy story**

The world famous fishing town, Outsmith, is hold its 54th annual 'Biggest Fish Wins' tournament, & you know that means, gang. . . all you can eat buffets, some top-notch fishing traps &, knowing your luck, a mystery to solve!

A d20 Scooby Doo game for 5 players by Matty.

Rating: Teen

Tags: Spooky. Silly. A spot of mystery solving.

The Gnomes

Life isn't idyllic for a tribe of forest gnomes but it's ...well life. There's ups and downs. You live somewhere beautiful and things are ok ... mostly. But you live in the north and it's almost winter. The tribe is mostly ready to move to the winter grazing grounds ... but Blec the tribal sorcerer's latest apprentice is missing and his mum is getting worried... he was babbling about some magic artefact that negates the effects of wild magic he saw in a vision – that was three days ago

A Dungeons and Dragons Fifth Edition game for 4 – 6 players by Nick Whyte.

Rating: Everyone

Tags: Fantasy. Combat.

Blooded In

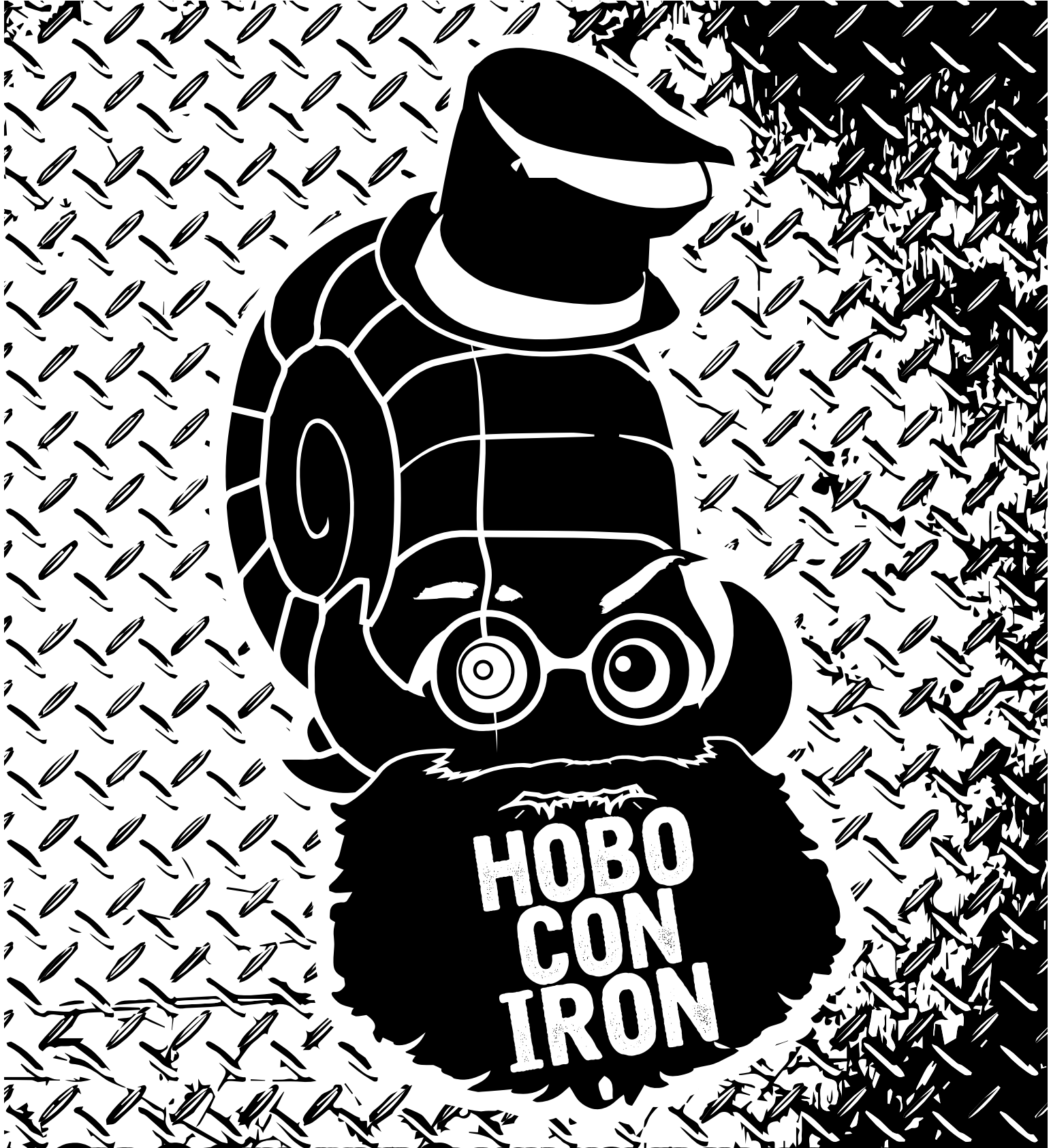
Life is hard. And well, some people just don't like the nine to five grind. We can all relate. Others chose the cubicle lifestyle, but not you. You've decided to live on the fringes of society. But life on the fringe is tough, and few can survive for long without making friends. So you've done what all the scum do and joined a boostergang.

Well, tonight's your big night. It's time for you to get blooded in.

A cyberpunk 2020 game for 4-5 players by Cian Scattergood.

Rating: Teen

Tags: Cyberpunk. Future.



3RD & 4TH JUNE (BANK HOLIDAY WEEKEND)

THE TEACHERS CLUB, PARNELL SQUARE

WWW.HOBOCON.IE

ITZACCON



XVIII



NUIG

24-26

MARCH

Saturday Afternoon 3pm – 6pm**Return to Scuttlebutt Island**

Dipper, Mabel, Wendy and Grunkle Stan have joined Soos on the maiden voyage of the S.S. Cool Dude II, rebuilt after being wrecked during the ill-fated search for the legendary Gobblewonker of Lake Gravity Falls. Unfortunately for the Mystery Shack crew, their leisure cruise comes to an abrupt end when a freak storm drives their boat onto the rocks surrounding Scuttlebutt Island and they are forced to abandon ship.

What mysteries does Scuttlebutt Island hold? Will the S.S. Cool Dude II sail again? Do beavers hold a grudge? Answers to all these questions and more lie within...

QH YHU FURVV D EHDYHU

A Ghostbusters RPG game for 3 – 5 players by Padraic Barret.

Rating: Everyone

Tags: Mystery Adventure

Brothers Two

In the war ravaged state of Ostland which took the brunt of the Chaos invasion. A group of young starving survivors have been invited by old man Matthias, into his large empty house, to farm the land. He regales them with slightly odd tales of his two sons, the troublesome, dour, Aeson and the handsome, and fair Josiah. Then, one evening, two figures arrive on horseback, one, his face almost burned away, topped with blonde hair, the other dark haired and smiling jovially. The war has come home.

A Zweihander game for 4 – 6 players by Tadeusz Cantwell.

Rating: Teen

Tags: Fantasy. Investigative. Horror

And you will know him...

50 years after necromantic magic appeared and the ensuing zombie apocalypse, humanity has gotten it's act together. The remaining cities are walled and fenced, the sentient undead are taxpaying citizens and the organisation that protects humanity from the hostile undead, The Morticians, are widely considered a drain on resources. The source of necromantic magic however still remains a mystery despite decades of research. The city of Seattle is controlled by a powerful necromancer whose minions kill anything living that tries to enter. The Morts have put you on a team of undead to go see if it

has any answers...

A Morts (Fate Core) game for 4 – 6 players by Legendgerry.

Rating: Teen

Tags: Post apocalyptic. Undead investigators.

Saturday Evening 7pm – 10pm**Tropic Kill 4: Hollow Point Quarter**

It takes a lot to make mercenaries like Dog Company do a job pro bono. Paying a madman with an 800 kiloton nuke, in exchange for erasing you and an entire city off the map? That'll put the Sultan of Kazarawad right at the top of Dog Company's list for dirty deeds done dirt cheap.

When you're a well armed and morally flexible mercenary company whose stock and trade is taking good money to do bad things, revenge is a dish best served hot from the business end of a gun barrel. But even that might not be enough to take down an absolute monarch of a police state. So it's time to bring out the biggest guns, fastest cars, and add Insultan' to Injury.

Pack Light. Pack Light 50.

A Savage Worlds Game for 4-6 mercs by Baz Nugent.

Rating: Mature

Tags: Action adventure. Revenge thriller.

Blood and Iron: A Trick of the Light

The year is 1864. The rescued Britannian intelligence agent has dire news. The Prussian Thaumaturgical Academy is working for some dire underworld power. With that power they seek control of dark magiks to continue the fight for control of Europa. But all is not yet lost. Deep within the locked archives of the Academy library there lies a Grimoire, the Ars Theurgia Appollyonicus. You must venture into the dark heart of Prussian Thaumaturgy and retrieve it. Within it lies information needed to combat not only the Prussian Thaumaturges, but clues as to what or whom controls them. The fate of the Empire and all of its people lie within your hands. Are you ready?

A Modified Victoriana 1st edition game for 3 – 8 players by Dudley Martin.

Rating: Teen

Tags: Steampunk, Historical, Investigative, Mad Science, Lovecraftian elements

Fallen London; The Great Northern Expedition.

Thirty Years ago, London was stolen by bats. That has rather put a damper on Her Enduring Majesty's imperial ambitions, and the few colonies the city has been able to build on the great unterzee beneath the surface of the Earth are rather beset on all sides by general ne'er do wells. It is because of this that the Foreign Office has commissioned you! Yes you, indeed! To take part in a great expedition into the uncharted North of the Unterzee and find new lands for the Empire to Civilise. Don't worry about no one ever returning, Because you might! At the very least it's better than risking being eaten by Tigers, Enslaved by Devils or Brutally murdered by Madmen, Anarchists or the Khanate.*

*The foreign office cannot guarantee that NORTH is preferable to any of these things.

An RPG Based on the Stories of Fallen London for 4-6 players by Xander Cosgrave.

Rating: Teen

Tags: Lovecraftian Horror. Imperialism.

Saturday Night 11pm – 2am

Suffer The Little Children.

Ireland. 1965. The Taoiseach met his counterpart from the north this year. We entered the Eurovision. They've started saying Mass in English. That's the one that matters to you, the one that affects life in St. Joseph's Industrial School. Otherwise, nothing changes, here – the uniforms are still drab, the days are still long, and the brothers no less cruel. It's a cold October, and you stood in the wind until your teeth chattered while they lowered James Fitzgibbon in the hard ground. There'll be no talking back to Father Murphy now. Not while you can still hear Jimmy screaming at night.

A Chronicles of Darkness game for 4-5 players by James Lloyd Jones.

Players should be advised that this game deals with subject matters that may disturb some players.

Rating: Mature

Tags: Horror. Investigation. Historical

Trauma Team

Most people think of Trauma Team as a handy, if expensive, get-out-of-death-free card. But you know how much effort and skill is necessary to provide the service. You could be making more money on the streets, as an edgerunner with no way to contact your employers. Or be safer on

the front lines, as a soldier dodging tanks and artillery. But for whatever reason, you're stuck here, dragging critically injured idiots out of firefights, bringing them back from the brink of death, and shipping them off to hospital.

A Cyberpunk 2020 game for 3 – 5 players by Dillon Rooney.

Rating: Mature

Tags: Cyberpunk. Trauma Team.

Sunday Morning 11am – 2pm

By the Trail Of The Undead

50 years after necromantic magic appeared and the ensuing zombie apocalypse, humanity has gotten it's act together. The remaining cities are walled and fenced, the sentient undead are taxpaying citizens and the organisation that protects humanity from the hostile undead, The Morticians, are widely considered a drain on resources. A team of Morticians that infiltrated the undead city of Seattle has radioed in. apparently the apocalypse was just the start of humanities problems.

You're part of hastily assembled team that is being dispatched deep into the apocalyptic wasteland to confirm or deny the threat's existence and stop it if possible.

A Morts (Fate Core) game for 4 – 6 players by Gerry McEvoy.

Rating: Teen

Tags: Post apocalyptic. Adventure.

Midway: Run for the Hills.

You were there when Midway fell, you were offered a choice between the Enclave & the Envoy, between safety in hiding or joining the very people responsible for Midway's ruin. You have a group of . . . well let's call them friends, who decided on another path & chose to head to Haven.

Now as you try to outrun the madness that follows you need to avoid the Bandits, the Cannibals & the Shamblers that lie between you and the lights of Haven. It'll be a dangerous journey and if your luck holds out then you should get there in one piece.

A Savage Worlds game for 4 – 6 players by Team Midway.

Rating: Mature

Tags: Post-Apocalyptic. Furious Combat.

Sunday Afternoon 3pm – 6pm**Unwanted Attentions**

The title of this game doesn't tell you much, and neither does the system, so you glance down to the blurb to try and make sense of it. Then you realize your actions are being narrated by a soothing voice on the radio, and an eerie sense of déjà vu washes over you; like the feeling of seeing a person in their twenties that reminds you of the you that you could have been. If only you'd made other choices. If only those choices had felt fair. If only you could have rolled some dice and known the odds were stacked in your favour.

Before you've really thought about it, you're reaching for your wallet.

Welcome to Night Vale.

A FATE: Accelerated game for 4 – 5 players by James Lloyd Jones.

Rating: Teen

Tags: Black comedy. Investigation. Homage. Nightvale.

Titansgrave: Gateway to the spires

You police this city. Vorakis is the last city before the broken spire mountains and the ruins of the saurian empire. You've seen it all or at least you thought you had. but you haven't seen anything like this. it isn't just the grizzly nature of the murders. Its the fear on the streets, The way it seeps from the pores of the city to bathe the populace in terror. This isn't bad it's evil. It's almost like the prophet Dhawn is coming back somehow and everyone can feel it in their bones.

You have to stop these murders at any cost if only to keep the lady from changing into the lord...because if that happens there won't be a sense of wandering dread. Rivers of blood will run in the streets to wash the murderer away.

A Fantasy A.G.E. game for 4 – 6 players by Nick Whyte.

Rating: Mature

Tags: Science Fantasy. Investigative.

Ride along

As a roaming pack of bikers you're often asked to run errands between Septs. But when the Alpha of the Sept of the Green in New York calls you to attend a meeting, you know it's going to be a bigger errand than usual. And you're not disappointed. The Bone Gnawers have

successfully founded a new Caern in Freehold and whatever it is you're delivering, it's important. It may be a good way to get a favour or two from some influential figures, and it sounds easy enough.

But is anything ever easy?

A Werewolf the Apocalypse: game for 4-5 players by Cian Scattergood

Rating: Teen

Tags: Werewolf. World of Darkness. Supernatural.

Sunday Evening 7pm – 10pm**Supernatural: Family Ties – With a Side of Butter**

Sometimes adventures come from the most unlikely of places. Squamport island, Maine is a remote provider of seafood and celebrates this bounty with a Lobster festival every September. One of the highlights of the festival is the all you can eat lobster challenge. Franko has been dared by Ollie and Bran to take part in this event. So you are on your way to Maine to enjoy some time off and to potentially watch Franko make himself sick. So put on your bibs, melt that butter and get your shell crackers ready! Oh, did you really think you were going to have a quiet vacation? They say that Lobsters are immortal and when left to roam free continue to age and grow in size. Well they have taken offense to the reaping of their kin and are looking for a bit of payback for the generations consumed. Congratulations you and the town are now on the menu. All the best!

Allergy Warning: Shellfish

A modified Supernatural RPG by Dudley Martin. The Writers table will be a multi-gm 12 player game. Subsequent tables will be 5 player.

Rating: Teen

Tags: Supernatural TV show. Horror. Teenage shenanigans.

Same Bat Time, Same Bat Channel

You can run but you can't hide from the Batman.

No matter what you do, he can't be stopped, can't be killed, can't be reasoned with.

You had him trapped once, everyone does, nearly killed him too, but he escaped moments before it was too late. He always does, and foils your plans.

The joker has broken you out of prison once again, but this time will be different.



DUBLIN
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A BID TO BRING THE WORLD SCIENCE FICTION CONVENTION TO DUBLIN FOR THE FIRST TIME

AUGUST 15TH – AUGUST 19TH 2019

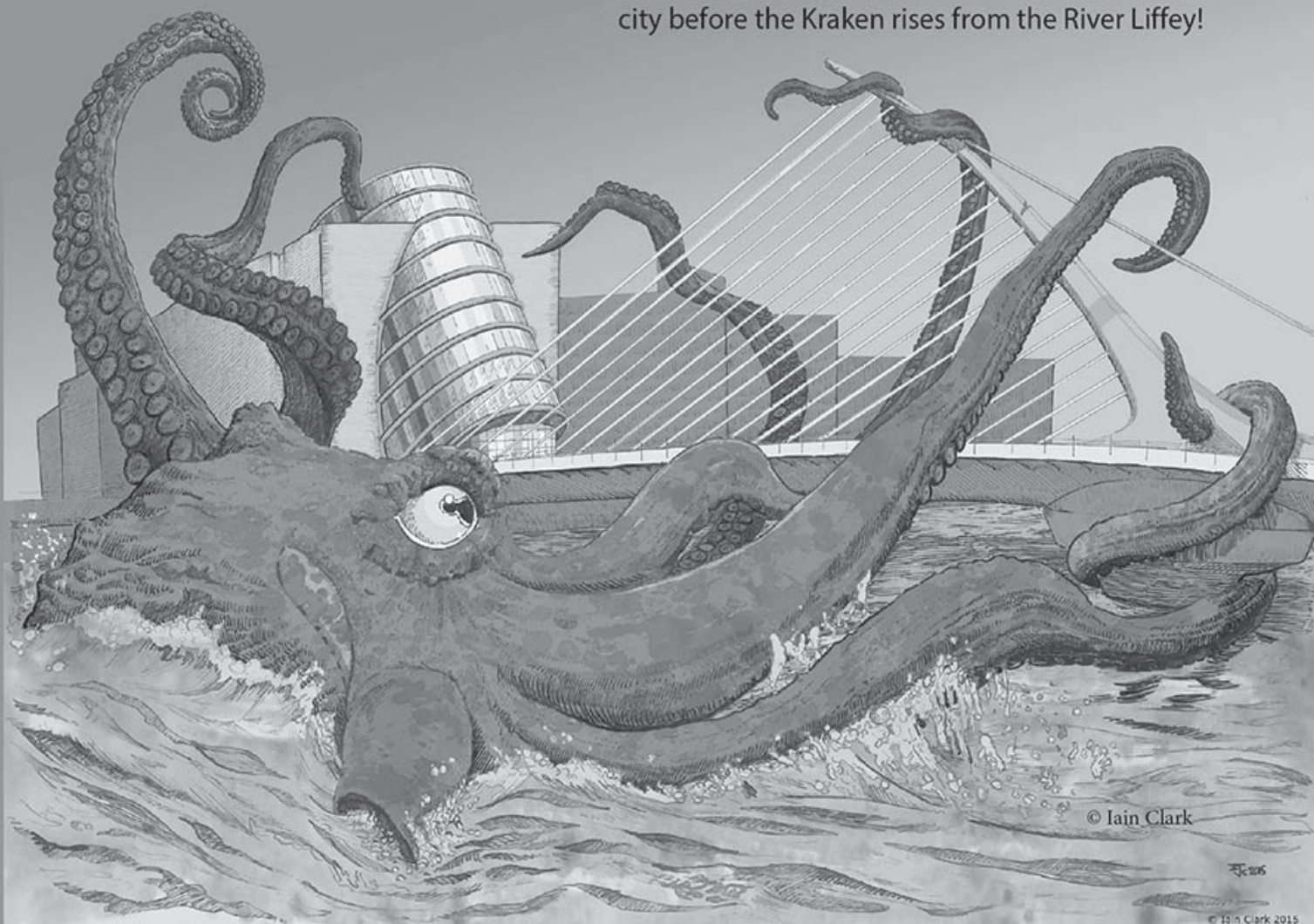
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A Worldcon for All of Us

Ireland has a rich tradition of storytelling. It is a land famous for its ancient myths and legends, great playwrights, award-winning novelists, innovative comics artists, and groundbreaking illustrators.

We need the support of all of Ireland's well-established science fiction and fantasy community if we're to welcome fans from across the world and celebrate Ireland's rich cultural heritage, contemporary creators and fandoms everywhere.

We love our venue, the Convention Centre Dublin, and we believe that its spell-binding allure will take your breath away as you watch the sun set over the city before the Kraken rises from the River Liffey!



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FK105

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He can't be everywhere at once. If you work together, this time you might actually accomplish something. Or at least that's what you'll tell the others.

A FATE/FUDGE homebrew variant for 4 – 6 players by Dillon Rooney.

Rating: Everyone

Tags: 60's Batman. Villain Protagonists.

Sunday Night 11pm – 2am

The Last Will and Testament of Dr. Ramsey St. John.

"Dear Friends,

It is with great sadness that you are to receive this. Our dear friend and cousin, Dr. Ainsley Marcus Ramsay St. John, has taken ill with a terrible case of consumption. He fears that his life is soon to draw to a close, and so calls together his closest friends and family for a final meal before he draws his last, and to discuss the execution of his will, while he is in a fit state to do so – the date of this event will be the 30th of October.

Please dress accordingly for a feast which Dr. Ramsay St. John happily lays at his guests' feet. We hope to see you then, for an evening that we guarantee will not be unpleasant.

Best Regards,

Martha McCardle,

Head Maid and Steward"

A horror game written for 4-6 players by Frances McQuillan and Robert Fox.

Rating: Mature

Tags: Horror.

Monday Morning 11am – 2pm

Night in the building of historical significance

Looking for: Night security guard for Littlefield Museum of History

Littlefield Museum is in need of a new team of security guards to help protect our cities most prized historical positions. Applicants must be professional, a love for history, have at least two years' experience in security or museum work, and be flexible for hours.

For more information or to apply please contact John Rosewater at 0876647672

A security job at night in a museum? How easy could a job be? I mean what's the worst that could happen?

Not for the faint hearted this game will force players to the limit of their sanity and then ask them to jump. Will you be there to greet the morning staff with a smile on your face or will you ever smile again?

A game for 2-6 players by Nathan Lennon.

Rating: Teen

Tags: Horror. Investigation.

Monday Afternoon 3pm – 6pm

Parks and Planes: A Mundane Adventure in the Humdrum World of Earth.

You have been called by the Grand Artificer but this time not for some quest or adventure but to experiment with a new magical device of his, something called a "Roleplaying Game". He promises that it will be a way of escaping your realm and enter another full of "cars" and "electricity". You have seen how powerful an artificer he is but can't help feel that even this is beyond his ability although you have been working hard killing dragons and stopping evil cults and you deserve a break from your mundane day to day...

A Dungeons and Dragons Fifth Edition adventure for 3-5 players by Gavin John Walsh.

Rating: Teen

Tags: Fantasy. Real world. Adventure.

The City Watch needs You!

The Ankh Morpork city watch needs men! But when the recruitment drive went out, they didn't get men. They got you. A talking dog (don't be silly, dogs don't talk), a goblin (apparently they're people now), a vampire (the captain isn't happy about that one), and a woman (who apparently aren't men ?). I guess it'll have to do, because the city is nearing a riot, and the wizards may have gotten us all into deeper trouble than usual.

A Savage Worlds game for 4 – 6 players by Hannah B.

Rating: Everyone

Tags: Discworld. Terry Pratchett. City Watch. Fantasy.

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 (7pm - 11pm)

- #5-08: The Confirmation
- #5-25: Vengeance at Sundered Crag
- #8-02: Ward Asunder
- #4-22: Glories of the Past—Part I: Halls of Dwarven Lore

Saturday (11am - 3pm)

- #5-22: Scars of the Third Crusade
- #6-10: The Wounded Wisp
- #4-24: Glories of the Past—Part II: The Price of Friendship
- #8-04: Wardens of Sulfur Gulch

Saturday (4pm - 8pm)

- #6-00: Legacy of the Stonelords

Sunday (11am - 3pm)

- #6-02: The Silver Mount Collection
- #6-99: True Dragons of Absalom
- #6-98: Serpents Rise
- #8-03: Captives of Toil

Sunday (4pm - 8pm)

- #5-24: Assault on the Wound
- #8-05: Ungrounded but Unbroken
- #7-10: The Consortium Compact
- #4-25: Glories of the Past—Part III: The Secrets Stones
- #7-28: Ageless Ambitions

Monday (11am - 3pm)

- #7-99: Through Maelstrom Rift
- #7-98: Serpents' Ire
- #7-12: The Twisted Circle
- #8-07: From the Tome of Righteous Repose



10

EURO

AVAILABLE AT FRONT DESK

Friday evening 7pm - 10pm

Novus Ordo Seclorum

The old ways have been swept aside, the nature of Magick, of reality itself has been changed. Chaos and Order stand balanced for the first time since the world was made. Ancient spells fray and unravel. The impossible becomes possible. The Old Orders of Magick stand poised on the brink of triumph or disaster. The forest of Rhuul, meeting place and heard of the Convocation of the Five Pointed Star, is no more, Gone, perished in Soulfire, called down by the Lich Lord of Leng, its destruction has undone the bonds that held the Orders together. A New Covenant must be formed, a new concord. Forged in the shadow of the terrible war with the nightmare city of Leng, the wizards of the world must put aside their feuds and quarrels, and set in stone a New Convocation for a new age. The year is 1899. The place is London, England, at the exclusive Golden Magus club on the Strand. There, the mightiest mages of the age must gather, and shape the fate of the world. As the new age comes to a close, and a new one dawns, how will you choose? Take up your staff and make the world anew.

A Convocation of the Five Pointed Star larp by Graham Turner and Andrew Coffey for 18 – 24 players.

Rating: Everyone

Tags: Magic. Fantasy. 19th Century.

Friday night 11pm - 2am

Dublin Dark Heresy LARP Society presents: Something Horrid Comes this way

All Hallows' Eve is upon us. The one night a year when the veil between our realm & that of Chaos is at its thinnest. When Gods & Deamons alike can cross over & feed. Where power can be given or taken. & such power is paid for in souls.

But those poor souls collected to pay your entry into immortality have escaped Now, that the appointed hour has arrived & the demons are at the door, who will die so that others can gain?

A Black Crusade LARP for 12 players by Matty.

Rating: Mature

Tags: High fantasy. Sci-Fi. Murder.

Saturday morning 11am - 2pm

No Such Thing As A Free Lunch

“...don't forget to tune in and join me on Saturday where I'll be reporting live from the opening of Horizon's newest community outreach program, Daily Bread! We'll be getting our hands dirty in the Redmond barrens from 12 o'clock Pacific, helping out those poor unfortunates who can't help themselves.

And hey, if you're one of our regular barrens viewers, why not drop down in person? Because whoever said there's no such thing as a free lunch, clearly hasn't heard of Horizon.

Now here's Tom with the weather”

A LARP in the Shadowrun setting for 15 – 20 players by Aonghus Collins, Michelle Haward & Shane Ronan

Rating: Teen

Tags: cyberpunk dystopia; class struggle

Saturday afternoon 3pm - 6pm

Higher Powers Issue #24: Capitol Punishment

This is a NEWS 360 exclusive, giving you LIVE coverage from Washington DC. The Supreme Court is abuzz today as Parahuman crime boss Reverend Brunswick is brought to his first day of trial under armed escort. Not since Diehard has there been such a keen interest in the prosecution of a Super Powered individual, with some of the worlds keenest and most influential minds in attendance the court house is thick with anticipation. Security is at an all time high as well with rumors circulating that the Reverend is set to make a plea bargain with some world shaking news. Our sources, however, confirm that a 50 million dollar hit has been placed on his head so the question remains: will he survive to say his piece?

A Super Powered LARP for 6 New & 25 Returning Players

Rating: Teen

Tags: Superpowers. Comic Book

Saturday evening 7pm - 10pm

Crossroads

You thought that when the zombies came, you would be ready for them. Don't tell me you haven't thought about it. We all have at one point. We've all had those late night conversations, and we all thought we'd be one of those who survive.

But we didn't know then, that surviving was only the beginning. The worst part, worse than the zombies was yet to come. The long winter, the food shortages, the rising tempers, those can be more dangerous than the zombies themselves.

Can you work together to survive the dead of winter?

A homebrew LARP inspired by the Dead of Winter boardgame for 15 – 20 players by Hannah B and Dillon Rooney.

Rating: Everyone

Tags: Dead of winter. Survival. Zombies.

Saturday night 11pm - 2am

Pro Wrestling Entertainment Circuit: Slampocalypse!

It's the biggest event of the PWEC calendar! All the biggest names in professional wrestling are on the main stage tonight as championships, honour, and glory are on the line. Everything that has happened this year has been building up to this and you can bet that the wrestling will be the best you've seen all year! Get ready for Slaaaaaaaaaampocalypse!

(Previous wrestling knowledge not needed to enjoy the game)

A homebrew LARP for 14 – 18 players by Padraig O'Ruis.

Rating: Teen

Tags: Theatrical. Wrestling. Over-the-top. Larger than life.

Sunday morning 11am - 2pm

Higher Powers: Issue #25: Champagne Supernova

"Well, my friends, we've reached a new milestone. Six years of research into the Paradigm Event and the UN and Tetrasoft have finally seen the fruits of our labor. We all know whatever caused all those people to get

super powers came from space but we are still in the dark as to how or why. Intelligent design? Random chance? My money's on the latter but I can't prove it... yet. Regardless, we are having a party in Russia's Special Astrophysical Observatory where the majority of the research on the Paradigm Event's origins has been conducted, spearheaded by the UNESCO and Tetrasoft Research and Development Team of course. We will have important businessmen, high ranking officials and parahumans both affiliated with international organisations and freelance, all coming to see what we have to say about how this all started. It's a time of celebration and opportunity, my fellow scientists, and I hope we can make the most of it."

A Super Powered LARP for 6 New & 25 Returning Players

Rating: Teen

Tags: Superpowers. Comic Book

Sunday afternoon 3pm - 6pm

#Feminism Nano-Games: Speed Larping for Fun and Profit

You're a cis guy listening to an argument. A Manic Pixie Dream Girl. Part of a professional's brain trying to decide when/if she should wear lipstick. A rocket engineer. Malala's sister. Yourself, coming up with new words for... things you think you can't say. Every 30 minutes you're in a new game, and they all have something to explore about feminist issues. 3-5 players per game, come and go as you like. Some games are mechanically, some are narrative, some are angry, comedic, or thoughtful. Or all that. Written by larwriters from across the globe.

A series of short, Freeform LARPs for 3 – 30 players facilitated by Hannah and Sarah Hoover.

Rating: Teen

Tags: All the tags. Speed-larping. Various styles. Various settings. Nano games.

Sunday 7pm -10pm

Star Wars, Tales of The Old Republic, The Mandalorian Wars.

The Old Republic has been living in a golden age of peace, or at least it mostly was right up until the Mandalorians started to tear through the Outer Rim. Local Resistance has been

piecemeal and the juggernaut that is the Mandalorian offensive seems unstoppable. The Senate, Beacon of Democracy that it is, is completely bound up in bureaucracy and completely incapable of action. But you are not the senate, you are more than the water pump politicians sent off to Coruscant, and you will do everything you can to stop the destruction of the Republic.

A Star Wars LARP set in the Old Republic era for 8-14 players by Xander Cosgrave.

Rating: Teen

Tags: Political. Sci-fi. Star Wars.

Sunday night 11pm - 2am

The Dublin Dark Heresy Society presents: Progress rolls ever forward!

All aboard the maiden voyage of the Caedes Express. The rail line that Planetary Governor Sulfur has worked so hard to complete is now ready to whisk you between the seven cities, in the height of luxury. No longer will you have to travel the roads, like a commoner. With the ever present fear of bandits & bad weather inconveniencing you. Now, style & comfort are all just a single ticket away. Join us, won't you, on this night to remember.

A Warhammer 40K LARP for 13 players by Matty

Rating: T for Teen

Tags: Sci-Fi. Investigation. High fantasy.

Monday morning 11am - 2pm

Larp – Supernatural Family Ties: Who Am I?

Located in the small town of Benson in upstate New York, the Nathan Williams House has been documented for a rather grisly murder/suicide in 1961 and as a site of a series of ghastly hauntings that have driven out all families who have tried to live there afterwards. While the house has fallen into disrepair, its legend lives on to challenge new groups of paranormal investigators and those who seek to prove their bravery. But over the past decade the house has been boarded up and entry has been denied. But fortunately the popular web series 'Fear Finders' has been able to work out a deal with the owners and are providing a special opportunity. In association with CamperCon there have been a number of tickets auctioned off for a unique

challenge. The doors of the house will be opened for one night and the recipients of tickets will be allowed to spend the night in this heavily haunted house. If they are successful and 'survive' the night, there is a cash prize of \$1000 for each survivor (courtesy of 'Fear Finders'). Log on to 'Fear Finders' tonight as they live stream this challenge and introduce you to the brave challengers of the Nathan Williams House.

A freeform Supernatural LARP by Dudley Martin and Andrew Coffey for 12 – 24 players

Rating: Mature

Tags: Supernatural TV Show. Horror. Investigative. Freeform.

Monday afternoon 3pm - 6pm

Tales of Toholon – The Thirty-Fourth Ogomo

Median Ogomo, Thirty-Third of that name, has fallen in combat, defending his honor to the last. Yet in this time of crisis, the Ogomo clan cannot be leaderless. Tokugawa needs us to choose her destiny, to be the deciding force stood between the Loyalists and the Patriots, between Peaceful Contentment and National Power. Our wealth, our skill, our honor, must be placed in a single figure, our pillar of strength to bear the weight of the country's problems, paramount and plebeian. The next Lord or Lady Ogomo must be chosen, to take up the Ogomo-Ken and lead Tokugawa through the flames of civil war into the future.

A Tales of Toholon LARP for 12 – 18 players by Shane Carr and Aiden Marsh.

Rating: Everyone.

Tags: Steampunk. Political.

It's dangerous to game alone.

Take us with you!



The Adventuring Party

Ireland's award-winning podcast about games and the Irish gaming scene.

**Find us on Facebook, Twitter, iTunes,
anywhere you get your podcasts from, or
theadventuringparty.net**



Vatican XXIII



21ST-23RD APRIL

UCD

€5 DAY - €10 WEEKEND

FRIDAY

SATURDAY

Guildball Championship & Warhammer 40K

Registration: 9.30am

X-Wing Registration: 10am

MORNING

Opening hours

FRIDAY:
5pm - 2am
SATURDAY:
10am - 2am
SUNDAY:
10am - 2am
MONDAY:
10am - 6pm

11-2

AFTERNOON

3-6

EVENING

7-10

LATE

11-2

RPG: Scooby Doo Mystery Inc: Tale of the fishy story
RPG: The Gnomes
RPG: Blooded In
LARP: No Such Thing As A Free Lunch
Pathfinder: #5-22: Scars of the Third Crusade
Pathfinder: #6-10: The Wounded Wisp
Pathfinder: #4-24: Glories of the Past—Part II: The Price of Friendship
Pathfinder: #8-04: Wardens of Sulfur Gulch
CCG: Magic The Gathering: Modern
CCG: Conquest LCG
CCG: Dice Masters: Rainbow Draft
CCG: Yu Gi Oh!:Constructed
Wargames: Warhammer 40K
Wargames: Guildball Championship tournament
Wargames: X-Wing Miniatures Game
Wargames: Catalyst Games Demos
Special: Artemis
Special: Dracula Dossier

RPG: Return To Scuttlebutt Island
RPG: The Brothers Two
RPG: And You Will Know Him...
LARP: Higher Powers Issue #24: Capitol Punishment
Pathfinder: #6-00: Legacy of the Stonelords
CCG: Netrunner
CCG: Magic The Gathering: Commander
Wargames: Warhammer 40K
Wargames: Guildball Championship tournament
Wargames: Catalyst Games Demos
Special: Artemis
Special: Dracula Dossier
Boardgame: 30 Seconds Tournament

RPG: GUBU: Electile Dysfunction"
LARP: The Convocation of the Five Pointed Star:
Novus Ordo Seclorum
Pathfinder: #5-08: The Confirmation
Pathfinder: #5-25: Vengeance at Sundered Crag
Pathfinder: #8-02: Ward Asunder
Pathfinder: #4-22: Glories of the Past—Part I: Halls of
Dwarven Lore
CCG: Magic The Gathering: Draft
CCG: Game of Thrones 2.0 LCG
Special: Halloween party and Karaoke

RPG: Tropic Kill 4: Hollow Point Quarter
RPG: Blood and Iron: A Trick of the Light
RPG: Fallen London: The Great Northern Expedition
LARP: Crossroads
Special: Unlocking Your Potential with Lauch & Ki Marketing
Special: Artemis
Special: Gaelcon Pub Quiz

RPG: It takes a village
LARP: Dublin Dark Heresy LARP Society presents:
Something Horrid Comes This Way
Special: Costume competition

RPG: Suffer The Little Children
RPG: Trauma Team
LARP: Pro Wrestling Entertainment Circuit: Slampocalypse!

**Clocks go back at 2am
(2am becomes 1am)**

T I M E

SUNDAY

MONDAY

RPG: By The Trail of The Undead
RPG: Midway: Run For The Hills
LARP: Higher Powers: Issue #25: Champagne Supernova
Pathfinder: #6-02: The Silver Mount Collection
Pathfinder: #6-99: True Dragons of Absalom
Pathfinder: #6-98: Serpents Rise
Pathfinder: #8-03: Captives of Toil
CCG: Dice Masters: Rainbow Draft
CCG: Game of Thrones 2.0 LCG
CCG: Magic The Gathering: Draft
CCG: Yu Gi Oh!:Constructed
Wargames: Warhammer 40K
Wargames: Gaelcon Guild Ball Big League
Wargames: Catalyst Games Demos
Special: Artemis
Special: Dracula Dossier

RPG: Night In The Building Of Historical Significance
LARP: Supernatural Family Ties: Who Am I?
Pathfinder: #7-99: Through Maelstrom Rift
Pathfinder: #7-98: Serpents' Ire
Pathfinder: #7-12: The Twisted Circle
Pathfinder: #8-07: From the Tome of Righteous Repose
CCG: Netrunner
CCG: Magic The Gathering: Melee
CCG: Dice Masters: Rainbow Draft
Special: Unlocking Your Potential with Lauch & Ki Marketing
Wargames: Catalyst Games Demos
Special: Artemis

RPG: Titansgrave: Gateway to the Spires
RPG: Ride Along
RPG: Unwanted Attentions
LARP: #Feminism Nano-Games: Speed Larping for Fun and Profit
Pathfinder: #5-24: Assault on the Wound
Pathfinder: #8-05: Ungrounded but Unbroken
Pathfinder: #7-10: The Consortium Compact
Pathfinder: #4-25: Glories of the Past—Part III: The Secrets Stones
Pathfinder: #7-28: Ageless Ambitions
CCG: Magic The Gathering: Commander
CCG: Dice Masters: Constructed
Wargames: Warhammer 40K
Wargames: Gaelcon Guild Ball Big League
Wargames: X-Wing Miniatures Game
Wargames: Catalyst Games Demos
Special: Artemis
Special: Dracula Dossier
Boardgame: Love Letter Tournament

RPG: Parks & Planes: A Mundane Adventure in the Humdrum World of Earth
RPG: The City Watch Needs You!
LARP: Tales Of Toholon The Thirty-Fourth Ogomo
Wargames: Catalyst Games Demos
Special: Artemis
Boardgame: Camel Up Tournament

RPG: Supernatural Family Ties With a Side of Butter
RPG: Same Bat Time, Same Bat Channel
LARP: Star Wars Tales of The Old Republic - The Mandalorian Wars
Special: Unlocking Your Potential with Lauch & Ki Marketing
Special: Dracula Dossier
Special: **IGA Charity Auction**

Closing Ceremony - 7pm

RPG: The Last Will and Testament of Dr. Ramsey St. John
LARP: Dublin Dark Heresy LARP Society Presents: Progress Rolls Ever Forward!
Special: Alt Events

A

B

L

E

Our card game and X-wing tournaments are being organised and run by Blackkat Games. Tickets can be purchased from the Black Kat stand. They will be running events for Collectible Card Games (CCGs), Living Card Games (LCGs), Collectible Dice Games and X-wing. Pick up events will be available all weekend from the Black Kat stand.



Dice Masters

Cards are all well and good but some people just love rolling dice. For all the fun of collecting and deck building but with a higher element of chance take a look at dice building games. Dice Masters® is a smash-hit cross-brand platform where players collect and assemble their “team” of character dice and battle in one on one games.



Game of Thrones

In Game of Thrones the card game, the stakes aren't quite you win or you die. This card game is based on the popular A Song of Ice and Fire fantasy series by George R.R. Martin. GOT 2.0 the card game is a Living Card Game which means it doesn't have random starters or boosters. There is a set selection of decks for players to choose from.



Magic the Gathering

Magic the Gathering is a collectible card game which was first created in 1993 by Richard Garfield. Players create their decks by buying boosters and trading with friends. Each game is the battle of wizards who use spells of the five different colours white, blue, black, red and green. This is a game of deck building and strategy.



Android: Netrunner

Netrunner is a two-player Collectible Card Game (CCG) set in a dystopian, cyberpunk future where monolithic megacorps own and control the vast majority of human interests. While corporation players try to score points by advancing their agendas, they have to guard their intellectual properties from the elite and subversive hackers known as netrunners. Netrunners attempt to win the game by stealing the corp's agendas, by any means possible!

Event	Price	Registration	Start
FRIDAY			
Magic The Gathering: Draft	€12	18:00	18:30
Game of Thrones 2.0 LCG	€10	18:00	18:30
SATURDAY			
Magic The Gathering: Modern	€6	10:30	11:00
Conquest LCG	€10	10:00	11:00
Dice Masters: Rainbow Draft	€18	10:30	11:30
Yu Gi Oh!:Constructed	€6	11:30	12:00
Net Runner	€10	14.30	15:30
Magic The Gathering: Commander	€6	14.30	15:30
SUNDAY			
Dice Masters: Rainbow Draft	€18	10:30	11:30
Game of Thrones 2.0 LCG	€10	11:00	11:30
Magic The Gathering: Draft	€12	11:30	12:00
Yu Gi Oh!:Constructed	€6	11:30	12:00
Magic The Gathering: Commander	€6	14.30	15:30
Dice Masters: Constructed	€10	15:00	16:00
MONDAY			
Net Runner	€10	11.30	12:00
Magic The Gathering: Melee	€6	11:30	12:00
Dice Masters: Rainbow Draft	€18	11:30	12:00

GUESTS OF HONOUR
DAN ABNETT
NIK VINCENT-ABNETT

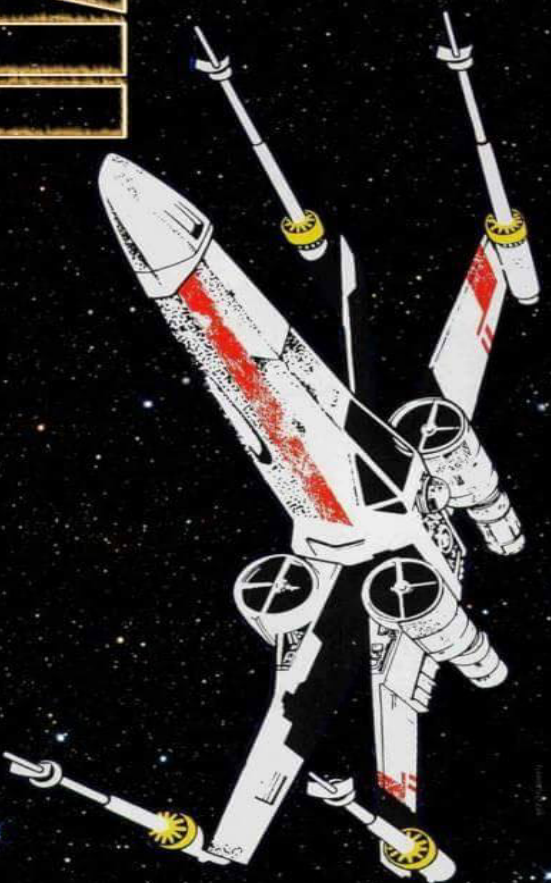
OCTOCON 2017
6TH - 8TH OCTOBER
THE CAMDEN COURT
HOTEL

**FEATURING THE
GOLDEN BLASTERS
SCIENCE FICTION
FILM FESTIVAL**

A YEAR FROM NOW IN EXACTLY THE SAME PLACE.¹⁰⁰⁰



XXXVII



WARP CON: THE DICE AWAKENS

27TH - 29TH JANUARY 2017

RPGS, LARPS, WARGAMES, EGGS, SPECIAL GUESTS & MORE



Irish Guildball Championships

Guild Ball is the game of medieval fantasy football. Players take the role of guilds, using the game of mob football to manipulate and scheme. You can play as the slippery Fishermen, the brutal Butchers, intricate Engineers, rowdy Brewers and many more.

Championship tournaments are the highest level of competition for Guild Ball; all Players, judges, and tournament organisers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest Errata and tournament documents. They should expect all rules to be strictly enforced. Championship tournament sanctions will be granted at the discretion of Steamforged Games.

Gaelcon Guild Ball Big League

'The Big League' is the campaign format for Guild Ball. Players guide their teams through the trials and tribulations of the season, trading favours and players to stay ahead in the dangerous world of Guild Ball.

Teams are available for interested players. Demos are available for those who would like to know how to play.



Warhammer 40K

This years 40k tournament will be a 1500pts "40k Approved" Open, with 5 games between Saturday and Sunday. 40k Approved, ForgeWorld and Imperial armour are allowed.



X-Wing Miniatures Game

It is a time of great turmoil in the Galaxy. Terrorist forces are making raids all over the galaxy and even recently have taken out the Empire's most recent mobile peace-keeping station at a massive cost of collateral damage to non-combatant service personnel. The Empire is in terrible need of all the pilots it can muster to in order to defend ordinary citizens from these dangerous individuals like Han Solo and Luke Skywalker.

Black Kat games will be running X-Wing this year, and armies are 100 points.



Catalyst Games Demos

Come try out a number of award-winning and critically acclaimed games from Catalyst – Immerse yourself in a world where man meets magic and machine as a megacorporation trying to further its goals in Encounters: Shadowrun – a push your luck dice game, or as a runner whose job has just gone wrong in the co-operative deck builder Shadowrun: Crossfire . Subjugate your foes in the chess variant The Duke, or if tactical board games are more to your liking, you can try your hand at commanding a floating steampunk battleship in Leviathans, or sit in the cockpit of a 10-metre tall BattleMech and conquer the Inner Sphere in BattleTech. Demo and participation games will run all weekend.

There are lots of exciting boardgame events happening this Gaelcon. As usual we have our wonderful boardgames library from which you can borrow games. Our talented traders will also be selling boardgames, often at a very special Gaelcon price, which you are welcome to play in any of the con spaces. There will be tables set aside, in the con bar area, for gaming so whether you want to try before you buy or just test your boardgames passport there will be space available for you.

Boardgame Passports

This year Gaelcon is introducing the board game passport. The board game passport will revolutionize your experience of taking out and bringing back board games. For the mere price of €5 you can play any one of our amazing games with your friends. No deadlines, no need to return before the library closes for the night and you're welcome to play the game anywhere.

Available to purchase at the Boardgames Desk.

Demos

The staff at the boardgame library will be happy to teach you any games they know, which is a lot. Just grab your boardgame passport, grab a game and grab someone in a staff t-shirt and let the demoing begin.

We will also have the awesome Men in Black on hand to demonstrate any of the Steve Jackson games (Munchkin, Chez Geek, Revolution etc.).

Tournaments

All boardgame tournaments will be €3 and you buy your tickets at the front desk.

30 Seconds – Saturday Starts after 15.00

30 seconds is a quick fire game for teams of two. Bring a friend or make one in this race to beat the clock and guess as many answers as possible. Race around the board using your fast thinking descriptive skills. This tournament is fun and relaxed and promises to have you and your team-mate in stitches of laughter by the end.

Love Letter– Sunday Start after 15.00

A simple yet enjoyable card game for four players. Win the heart of the Princess in this elegant court game, just don't get caught canoodling with the Countess. Easy and fun to play, this game is perfect for beginners. Each round you have the chance to win a token of affection, enough tokens and you could win the heart of the most eligible women in the country.

Camel up – Monday Start after 15.00

Ever wanted to bet on a camel race? Who hasn't? Now is your chance. Camel up is a fast paced, exciting game for beginners or experienced players. Camels aren't the most graceful of creatures and in this game of risky decisions they tend to stack on top of each other in their bid for the finish line. Bid early to get better rewards or hold out for the sure pick. Either way, this tournament will be exciting from start to finish.

THURSDAY NIGHT GAMING



WWW.FACEBOOK.COM/IGAGAMESNIGHTS
WWW.GAELCON.COM

SURE, T'IS PURE DAYCENT!



CORK ACTION LEAGUE

MONDAY NIGHTS, THE MARDYKE BAR, SHEARE'S STREET, CORK (OBVIOUSLY)



**19th-20th
November**

**Belfast Boat
Club**

BEACON

THE TWO TOWERS

ROLEPLAYING CONVENTION

Featuring: City of No Flag LARP, Dark Heresy LARP, Vampire Competition, the ever popular Call Of Cthulhu Competition, Pathfinder Society and Much, MUCH, more.

Find us on The Facebooks @

<https://www.facebook.com/TTNBeAcon>

and @

<https://ttnbeacon.wordpress.com/>

ACHIEVEMENTS

In the run up to Gaelcon we gave you a series of challenges, of achievements to unlock. They included the T-shirt rainbow and wearing a mask of one of your friends. Now the con has arrived we have a new set of achievements to unlock. Tick off the achievements as you go, get a witness to add their initials and submit your list with your name to the front desk by noon on Monday. Those who unlocked the most achievements will be in a raffle for a prize.

Name:

E-mail:

Achievements

Witness initials

1. Play a boardgame
2. Thank a member of committee or staff, or someone running an event, they really do deserve it
3. Get power up aka Gaelcon chocolate
4. Roll the dice in an RPG
5. Move a miniature (play a Wargame/ do a demo)
6. Fend off the fashion police with a Gaelcon T-shirt
7. Donate to a Gaelcon charity
8. Get lively in a LARP
9. Post to a social media site with #gaelconunlocked
10. Make a game related pun
11. Shuffle some cards
12. Costume it up for the Halloween party
13. Attempt to do Karaoke, no actual singing required
14. I am the night - attend a night slot game / event
15. Make it in on Monday

*There's no
mystery ...
it's just
delicious*




Ó CONAILL
chocolate

**Available at
Front Desk**



DOMINICON

MAYNOOTH 

NOVEMBER 18th-20th

Tickets



RPGS

PRIZES



SOCIAL & SPECIAL EVENTS

This year your committee have fired up their brain boxes to provide you with a fun and varied selection of special and social events for you to enjoy.

Halloween party and Karaoke

Event type: Social

Details: 7-12 Friday , all welcome.

Tickets: No charge just come along

We'll be starting the evening with a few classical Halloween games and spooky treats. If that doesn't scare you enough Karaoke will begin at 9. During Karaoke we'll also be running charaoke where you can request songs sung in a silly or (hopefully) humorous way for a donation to charity. Want to hear the Gaelcon director sing Barbie Girl? Then come along and donate. We'll be judging and awarding the costume competition at 11 and awarding fabulous prizes.

Costume competition

Event type: Costume/ Cosplay

Details: 11 Friday , all welcome.

Tickets: No charge but you must be in costume.

Why wait till October 31st to dress up, after all it will be Halloween weekend right? Your League of Evil Geniuses – aka committee will be sporting something spooky (for once not just their faces!) Turn up in your tackiest threads, creepiest costume or coolest cosplay for the chance to win great prizes.

Unlocking Your Potential with Lauch & Ki Marketing

Event Type: Escape Room Larp

Details : 3 slots available to play.

Sat 7 - 10

Sun 7 - 10

Mon 11 -2

What do you get when you cross a group interview style LARP and an Escape room setting?

An amazing special event from the tasty brains of Sarah Hoover our resident larp academic extraordinaire . Challenge yourself to see if you have got what it takes to work for Lauch & Ki Marketing!

Title: Unlocking Your Potential with Lauch & Ki Marketing

Are you a Mach-go with your keyzing on?

Do you love the crunk those A-V-Gs drop? THEN YOU WANT TO WORK WITH US! Lauch & Ki is the nextest biz consult on the go-go-go, and we're scanning the bands for the master marketers among you. But you've got to prove you're winning the race! Gear in with the new crew and win our c-rave for a career that's pedalmedal all the way.

-Translation for the lastests - sign up for an interwoven series of plots and puzzles in a textual escape room! 60 to 90 min, 6-8 players / round-

Alt Events

Event Type: Interactive Cinema Club

Details: Sunday Night Spooktacular

11pm - 2am, The Mezzanine

"An interactive gaming experience where the entire audience directs the action in one of Telltale Games award winning storytelling games. Every attendee will be given a login for a voting app we've developed that will allow everyone to vote on what decisions the characters make and where the story goes next!"

In support of ALT Events Ethos, this is an alcohol free event. Alt Events is a non-profit dedicated to developing a substitute for drink culture by producing quality alternative events in the hopes of providing options to those who don't want to have to choose between their social life and their liver. Join our group to stay up to date with the latest ALT Events! - www.facebook.com/groups/alteventsdublin

Artemis

Event Type: Simulator Games

Details: Main Hall - Over the Weekend

Returning triumphantly to Gaelcon 2016! We are delighted to have the wonderful Rob Dunphy back with us for another year of fun and games and don't forget the SPACEWHALES!!!!!!

Games

Bridge simulators (Either Artemis or Empty Epsilon) same as always, crew a starship, blow things up, SPACEWHALES!

Keep Talking and Nobody Explodes: Asymmetrical Co-op. One person sees the bomb, the other people have the manual to defuse it. All about communications on a timer.

Extreme Exorcism: 8 bit style multiplayer battle

SOCIAL & SPECIAL EVENTS

arena set in a spooky mansion. Each match you win, you get a ghost in the next one that copies your moves from the previous match.

Retro games: Retropi running NES, SNES, Megadrive etc emulation.

Dracula Dossier

Event Type: RPG

Details:

Sat 11:00 -2:00

Sat 15:00 - 18:00

Sun 11:00 - 2:00

Sun 15:00 - 18:00

Sun 19:00 - 22:00

This year at Gaelcon we're trying something new. Renowned writer and industry professional Gar Hanrahan has written a very special scenario for us: the Dracula Dossier. This is a Long-Con game which may not be something you've tried before.

The Longcon/Kristacon format is basically running a big campaign in a concentrated burst over a con. The format started in the US, and there's a UK con dedicated to it. So are you committed to spending Gaelcon seeing this epic adventure through to the end? This campaign is open to 6-8 players. This is an opportunity for those who are committed to multiple sessions of serious roleplaying

Blurb: In 1894, British intelligence attempted to recruit a vampire as an asset. The attempt went horribly wrong. As part of the cover-up, they released an edited, redacted copy of the operation's notes as a novel. In 1940, in 1977, they tried again, and failed again. In 2005, they succeeded. In each case, officers involved added marginal notes to an unredacted copy of the Dracula Dossier. Now it's in your hands. You're burned spies, out in the cold. And the Un-Dead are hunting you. With the Dossier, you can turn the fight around, and maybe track down and destroy the King of the Vampires. Enter freely, and of your own will, into the domain.....of Dracula.

Gaelcon pub quiz

Event type: Quiz/social

Details: 7pm Saturday, all welcome.

Tickets: Each member of a team will be charged on the night.

Blurb: 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. We are delighted to see the return of our Quiz Master Extraordinaire Graham Turner to the Stage. Be warned there is a high probability of witty remarks and terrible puns.

The IGA Charity auction

Event type: Charity

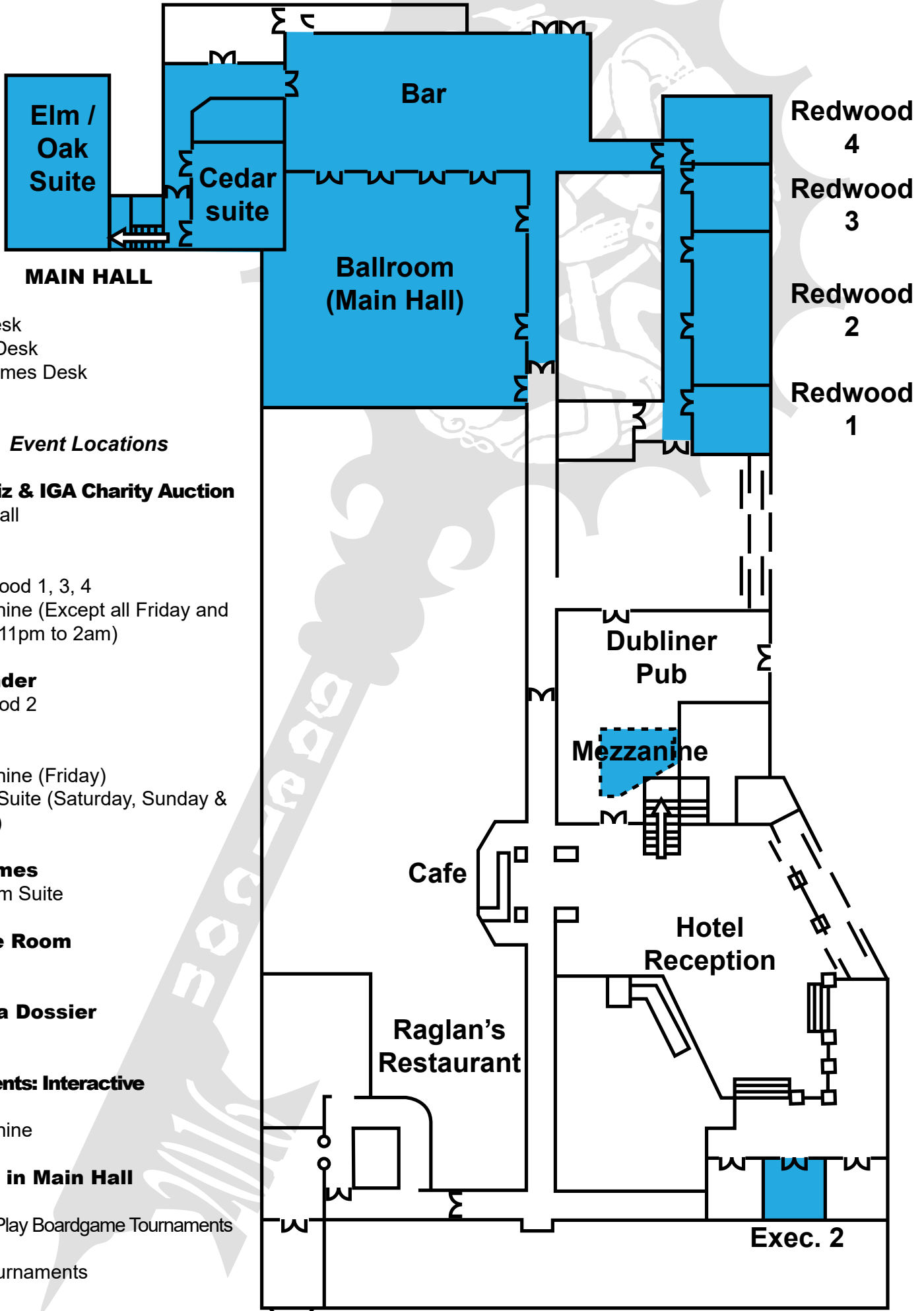
Details: 7pm Sunday,

Tickets: No tickets needed just a generous spirit, or the will to encourage spending in others.

For many, the Charity Auction is the centrepiece of Gaelcon. There is a long tradition of Gamers coming together and giving something back to community. To date we have raised Hundreds of Thousands of Euro for very deserving Charities. After all that's the biggest part of it, thanks to your help, we have been able to give much needed funding to Charities such as: DEBRA Ireland, MMS Ireland, Youth Foundation Ireland, CARI, Warchild, The Meeting Place in Tramore, Children In Hospital Ireland, Temple St. Childrens Hospital, AWARE, Barretstown, Canteen & The Jack and Jill Foundation to name but a few.

If you have an item you would like to donate to the auction, are involved with a Charity you'd like to bring to our attention, or still have to pay money off of a previous pledge please contact our charity officer at charity@gaelcon.com

HOTEL FLOORPLAN



MAIN HALL

- Front Desk
- Charity Desk
- Boardgames Desk
- Traders

Event Locations

Pub Quiz & IGA Charity Auction
- Main Hall

RPGs
- Redwood 1, 3, 4
- Mezzanine (Except all Friday and Sunday 11pm to 2am)

Pathfinder
- Redwood 2

LARPs
- Mezzanine (Friday)
- Cedar Suite (Saturday, Sunday & Monday)

Wargames
- Oak/Elm Suite

Escape Room
- Exec 2

Dracula Dossier
- Exec 2

ALT Events: Interactive Cinema
- Mezzanine

Games in Main Hall
Artemis
General Play Boardgame Tournaments
Demos
CCG Tournaments
X-Wing

to and from gaelcon

Ballsbridge is a very safe residential area. This means it can be very quiet at night.

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 **SUN**day 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 Walk)

**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

THANKS TO

A convention is not a thing created or run by a handful of people. It is a single living entity with a lifespan of four days, made of hundreds of individual human parts. The committee want to thank some of those parts that make this possible:

The heroes in green, our staff team, who volunteer to give up their time and energy to make everything run smoothly. Our gratitude for your work is unending. The RPGs everyone is enjoying all weekend would just not happen if it weren't for the passionate and talented writers and GMs, and the con would be metaphorically and financially poorer for their absence. Similarly the Tournament Organisers run their whole area without asking very much of the rest of us, keeping both our wargamers and committee happy. Our thanks also go out to the crafty and savvy traders, who fill the main hall with wonderful shiny things you'll definitely want to dispense your hard earned cash on. Thanks to the Ballsbridge Hotel and all their staff, for having us back for another great year. Finally, this entire convention would make very little sense if it weren't for the hundreds of wonderful and enthusiastic attendees that make every bit of work that has been put into this weekend worthwhile. For all your energy and generosity - thank you!

The Staffers

Agnes Szabadi Takacs
Alex Malgaroli
Beth Ni Dhubhda
Billy Verlinden
Brendan Curran
Brianna Chew
Ciara Spencer
Dan Binchy
Dominika Koroviow
Hazel Smith
Isabella Storey-Cosgrave
Janet O'Sullivan
Kate Simpson
Katherine Farmar
Kevin Seery
Liam Conneely
Rezann Hutten-McGovern
Robyn Behan
Tymora Freeman-Stannett
Ultan Casey

Running events

Brendan Molloy and the Pathfinder Society
Danny O' Leary & everyone at ALT Events
Eoin "Siskey" Dornan
Gareth Hanrahan
Graham Turner
Liz Dornan
Lorcan Nagle
The MIBs
Rob Dunphy
Sarah Hoover

Writing Games

Andrew Coffey
Aonghus Collins
Cian Scattergood
Dillon Rooney
Dudley Martin
Feargal Keenan
Frances McQuillan
Gavin John Walsh
Gerry McEvoy
Graham Turner
Hannah Bechara
James Lloyd Jones
Matty
Michelle Haward
Nathan Lennon
Nicholas Whyte
Padraic Barret
Patrick Rush
Robert Fox
Sarah Hoover
Shane Carr
Shane Ronan
Tadeusz Cantwell
Team Midway
Xander Cosgrave

Traders

Abbie McVeigh
Eric Nolan
Feargal Keenan
Martin from Gamers World
Michal Masár
Rob Brennan
Ula Kapala
Zoe McCauley

Back once again to another Gaelcon. I'm Hudson and it's my continued 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 and my personal favourite, manage the Charity Auction.

Last year we raised a huge amount of money at the Auction & as always it is my fervent hope that we raise even more this year. We have now started organising events with our partner Charities & we are working to continue this beyond the initial donations. After we donated to Helium Arts, we had a meeting with them where it was decided that as part of our partnership we would organise a LARP the events of which Helium Arts could document as one of their projects. The LARP stands as a testament to the spirit of the gaming community in Ireland, we put out a call which was answered in abundance with people giving us their time & their equipment where they could.



It was during the planning & development of the LARP that we were introduced to CanTeen Ireland with whom Helium Arts had worked with before on their 'Two Suitcases' Project. We all had a great time, despite the cold, the Members & Volunteers of CanTeen were asking when we could do the next one. So we've decided to double down and make CanTeen Ireland our Charity Partner for the upcoming year.

The IGA's flagship charity event of the year is the Charity Auction at Gaelcon and as always we are hoping to see many hands in the air trying to outbid each other for the items. Of course it's not really about the things you walk away with. It's the knowledge that the money you pledge goes to worthwhile Charities and to funding efforts to give Children a childhood.

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, once more, I'd like to thank all of you amazing people once again for your donations. You make these events what they are.

Hudson
IGA Charity Officer

Welcome to Gaelcon, one of the many events organised by the Irish Games Association (IGA) each year and certainly the largest! The IGA is a group dedicated to promoting gaming throughout Ireland and comprised of enthusiastic members of the Irish gaming community. Members are often experienced event organisers passionate about developing the Irish roleplaying, LARPing, cardgaming, wargaming and boardgaming community.

The IGA runs a variety of different gaming events throughout the year. You are currently reading this at the largest of these events; Gaelcon! In addition to this gaming convention we also host weekly gaming events in both Dublin (Thursday Night Gaming at Robert Reade's) and Cork (Cork Action League at the Mardyke Bar). These regular pub gaming events provide a regular games night of fun, dice and beer. They have been hugely successful at introducing new gamers to our wonderful community. The IGA also organises the Academy of Eblana, Ireland's largest ongoing "rubber-sword" style LARP event, with over 70 regular players in full high-fantasy costume, running for three days at a time. The IGA is always happy to see new faces at any of our events, so come along and join in the fun!

The IGA is also delighted to support other Irish groups running gaming event in Ireland. This support takes a number of forms. The IGA can provide funds to help advertise your events. We have equipment which can be borrowed, to help groups get their events off the ground, such as radios and wargaming terrain. For competitive gamers, we have an annual sponsorship fund, which has been used in the past by teams representing Ireland at international gaming events. Finally, the members of the IGA have an enormous wealth of valuable experience and are happy to give advice to anyone interested in knowing more about running gaming events.

The IGA is also dedicated to supporting charities focused on helping young people in need. This year our charity partner is Canteen and we will be working with them on a number of special events over the coming year. Canteen is a nationwide support group for young people between the ages of 12 and 25 years who have or have had cancer. Their mission is to support, develop and empower young people who have, or who have had cancer. Your contributions at our charitable events, such as the IGA Charity Auction held each year at Gaelcon, helps support these important and worthwhile charities.

If you are interested in partnering with the IGA in order to gain some support for a gaming event you wish to run please do so. You can learn more about the IGA and our events at www.iga.ie or you can email us at iga@gaelcon.com.

Finally, the IGA are always interested in hearing from eager and enthusiastic members of the Irish gaming community who are interested in potentially becoming a member. If you would like to become involved please do email us.

Enjoy the convention!

Eoin Murphy
IGA Chair



24/25/26 FEB 2013

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