

Time	Friday	Saturday	Sunday
9.00	<i>Wake up, Freak Out</i>	Doors Open (Wargaming Registration)	Doors Open
10.00 to 13.00	<p><i>Keep Calm and Carry on</i></p> <p>Library Available All Weekend (pg4) Board Games available All Weekend (pg4) Screenings on All Weekend (pg4) Blind Auction all Weekend (pg4)</p>	<p>Larp: Christsmas in Valhalla - Sandra Duggan (pg6) RPG: Operation Mongoose (pg 6) GURPS - Paddy Delaney RPG: Strangely Familiar (pg 7) Mouse Guard - Bryan Devaney RPG: My life with Snow White (pg 7) My Life with Master Gregor Hutton Wargames: 40k and WarMaHordes (pg 19) CCGs: Magic Sealed Two Headed Giant (pg 19) Consoles: Robot Unicorn Attack (pg 18) Boardgames: Sign Up Tournament (pg 18) Special Event: Pol's Lecture (at 11) (pg 3) Juggling (at 1) (pg 3)</p>	<p>Larp: House of Black Fire - Anita Murray (pg10) RPG: The Incredible Iron Eagles and The Case of The Crystal Coffin (pg 11) Spirit of the Century - Ray O'Mahony RPG: Murder Born (pg 11) GURPS - Podge Murphy RPG: Corridor of DoOm(pg 12) Paranoia - Peter O'Brien Wargames: Warhammer 40k (pg 19) CCGs: Space the Convergence Cube Draft (pg 19) Consoles: Super Smash Brother Brawl (pg 18) Boardgames: Sign Up Tournament pg 18) Special Event: IRL Point and Click Adventure (at 11) (pg 4)</p>
14.00 to 17.00	<p>Doors Open at Five</p> <p>Wargames - Malifaux Starts at Five (pg 19)</p>	<p>Larp Day 2X - Baz Nugent (pg7) RPG: Midnight to Midnight (pg 8) Unknown Armies - Anita Murray RPG: Cthorporation (pg 8) Corporation - Ciaran "Sarky" O'Brien RPG: Lost Voyage (pg 9) Dragon Warriors - Kieran Turley Wargames: 40k and WarMaHordes (pg 19) CCGs: Yu-Gi-Oh(pg ?) CCGs: Space the Convergence Cube Draft (pg 19) Consoles: Soul Calibur (pg 18) Boardgames: Ankh Morpork Tournament (pg 18) Special Event: Cardboard Battles (pg3)</p>	<p>Larp: #Occupy the Kingdom - Anthony O'Reilly (pg12) RPG: The Inheritance (pg 13) Call of Cthulhu - Padraic Barret RPG: The Siege of Antioch (pg 13) Ars Magica—Dave Hayes RPG: Batman of The Future: Requiem for the Riddler (pg 13) Mutants and Masterminds (3.0) - Mike Calnan Wargames: Warhammer 40k(pg 19) CCGs: Magic Commander/EDH Tournament (pg 19) Consoles: Tekken Tag Tournament (pg 18) Boardgames: Sign Up Tournament (pg 18)</p>
18.00 to 21.00	<p>RPG: Thankless Jobs (pg 5) Black Crusade - Eoin Staunton RPG: Wax and Bones (pg 5) Hunter the Vigil - Oisin Reilly RPG: The New Boys Gang (pg 5) Blue Planet - Tadeusz Cantwell Wargames: Malifaux (pg 19) CCGs: Snap Tournament (pg 19) CCGs: Magic Modern Tournament (pg 19) Consoles: Super Street Fighter IV Tournament (pg 18) Boardgames: Casual Tournament (pg 18) Special Event :Themed Werewolf (at 7) (pg 18)</p>	<p>RPG: The Hunt for Promethean Reach (pg 9) Rogue Trader - Ray O'Mahony RPG: The Cull (pg 10) Crucible - James "Grey" Lloyd Jones RPG: The Phantom of the Palais Garnier(pg 10) Call of Cthulhu Charles Dunne Wargames: 40k and WarMaHordes (pg 19) CCGs: Kangaroo Court Sealed Event (pg 19) Consoles: Ultimate Marvel vs Capcom 3(pg 18) Boardgames: Dominion Tournament(pg 18) Special Event: Themed Werewolf (at 7) (pg 18)</p>	<p>Closing Ceremony</p>
22.00	<p>Special Event: Itzacon Mercifully Brief Table Quiz (pg3) Special Event: Itzacon Wonderfully Inconsistent Charity Raffle (pg3)</p>	<p>Special Event: Mirror Mirror on the Wall, Whose the Fairest of them all, ItzaPrincess Competition (pg4) Special Event: Drinking, Dancing in the Bar</p>	<p><i>... and we all fall down.</i></p>

*To you,
Dearest Reader,
We dedicate this,
Our Twisted Fairy Tale
So come on,
Run right in,
Get Lost in the Woods.*

Once upon a time, long, long ago (eight years ago) but not far, far away, someone had an idea, a notion, a dream. This seed grew, put down roots, extended its branches towards the heavens, blossomed and bore fruit. Thus Itzacon was born. There have been seven such springs, each Itzacon with a unique flavour, to be savoured and enjoyed. This is our eighth, and this year we have decided to get lost in the woods with a twisted fairytale theme.

The Fantasy and Science Fiction Society is very happy to have you here, in our university, and we have a lot of wonderful events, especially for you, because you make this worthwhile.

Conventions are our gift to the gaming community, each one a time to reconnect with old friends or make new ones. To compete or cooperate. To try new things and revisit old favourites. Conventions are where we put down roots and spread our branches. They are a lot of work, but in the end its all worth it. So Well Come to our convention.



Thank you for everything,
You are why we run this convention.
We hope you have a fantastic weekend,
A twisted fairy tale and that you all live
Happily Ever After.
*(or at least don't get con lurgy,
And that you visit us again next year)*

DASH SPECIAL AND SOCIAL EVENTS. SERVED COOL

II PARTS RPGS & LARPS, 6 PARTS WARGAMES AND CCGS



G	A	E	L	C	O	N		
O	C	T	O	B	E	R		
2	6	T	H	-	2	9	T	H
D	4	H	O	T	E	L		

G A E L C O N

I want to thank everyone who has taken part in this convention. Being the Con Director is a strange job, it's mostly built on trust. You put together a team of dedicated and skilled individuals, and you believe in them. Sometimes you make a big decision, and hope it's the right one. Mostly though, you listen and learn from the people you work with.

The convention is made by the people involved, and I have been blessed to work with amazing individuals.

The Committee who tirelessly coordinate their areas.

The Staff who give their all on the weekend.

The Volunteers who help run individual events.

The Sponsors who help us with prizes.

The Countless Others who have helped in big or small ways, with advice, support and hard work.

The Traders who add life and activity to a convention.

The People who support us and make this possible.

They travel the country and pay for entry to our events. Without them we would be a group of people playing games in a small room, which while fun, wouldn't have the same life, vibrancy and sheer wonder as they give our convention.

Thank You.

All is Well
Fergal Mac Carthaigh
Itzacon Eight Director

Special Events

Friday at 10pm

*The Itzacon Mercifully Brief Table Quiz and
The Itzacon Wonderfully Inconsistent Charity Raffle*

Pubquiz and Raffle: Itzacon will be holding a delightfully short pub quiz (think a normal, overly long pub quiz, but squeezed into just the right amount of time) and what some people have called the third or fourth most random raffle they have been too in some time on the Friday night.

Saturday at 11am

Character Acting Seminar

Character acting seminar for RPG players: Galway's own Pol Hanrahan will, for one morning only, be giving a seminar on the ins and outs of character acting in the troublesome world of RPGs. Want to figure out how to get into the head of that demonically possessed tax attorney with a penchant for old automobiles? Well Mr. Hanrahan can help you out!

Saturday at 1pm

Juggling show

Pol Hanrahan, juggler extraordinaire, will be holding a food-themed juggling show on the saturday morning. Bring whatever food items you wish, he will juggle it and maybe eat it while juggling too!

Saturday at 2pm

Cardboard Battles

Men and Women fight for many things; Honour, Glory, The Emperor.
We're not fighting for those reasons.

Truth be told we're not fighting for any reasons.

We just thought it would be fun to turn boxes and tubes into weapons and armour,
Then use them to create much violence, over by that piece of grass in front of the Quad.

To our great surprise, it was.

That was 2 years ago.

In this, the third year of Cardboard Battles,
we thought it would be fun to hold it during Itzacon.

So if you feel like watching a bunch of people running round a field,
clad in the latest cardboard attire we have the event for you.

If you feel like being one of those doing the running, we'll also be holding a workshop
with apple cardboard and duct tape supplied.

Stay classy.

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7th - 9th September 2012

RPGs, LARPs,
The Irish 40K Grand Tournament,
CCGs, Boardgames,
and Social Events for machinations & collusion.

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SCIENCE & TECHNOLOGY
Conspiracy Theorist Convin
Armstrong Moon Landing V
AUGUST 21, 2009 | ISSUE 06-09

John Jacob Astor was among th
received by Bradstreets last night
more by the Carpathia.
The Wireless Operator at Cap
Lost in the Wreck of the Tit

ASTOR

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his — why, confound intern
relations

press conference in
Viljoen cited the
ation in Grenada to
ent South African
southern Angola.
State Department Tuesday.
—There has been speculation here
and in western capitals that it was
launched in response to Angola's
brusque rejection of an offer made
then to keep clear
—Viljoen said it
one engagement
"about we pres-
See ANGO

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**Possibly as Large as Jupiter
Mystery Heavenly Body Disc**

By Thomas O'Toole
Washington Post Staff Writer

A heavenly body possibly as large as the
giant planet Jupiter and possibly so close to
Earth that it would be part of this solar system
has been found in the direction of the constel-
lation Orion by an orbiting telescope aboard
the U.S. infrared astronomical satellite.

So mysterious is the object that astronomers
do not know if it is a planet, a giant comet, a
nearly "protostar" that never got hot enough
to become a star, a distant galaxy so young

atory and director of the
tory for the California li
said in an interview.

The most fascinati
mystery body, which is
and has never been see
on Earth or in space, is
equus planet as large as J
Earth as 50 billion miles.

like a great distance in earth
and
a stone's throw in cosmological terms, so close
in fact that it would be the nearest heavenly

Must The Assassin

Jack Ruby has been found
guilty of the murder of Lee Os-
wald. Had the jury found other-
wise, Americans would have
seemed mad as haters. It is
equally sure, though there were
fewer wit-
nesses, that
Lee Oswald
murdered
President Ken
edy.

Let now
the public is
less, than
er than
are, about
we, whole
dreadful affair. Will the War-
ren Commission reveal the
truth? If not, why not?
WHY DOES CHIEF Warren
key, enigmatically, that for rea-
sons of national security, the
whole story may not be made
public for decades?

KIRK

Love and Thanks

For Donating Wonderful Items to our Charity Events

BeadshopBoots
Green Fox
Rainbow Gifts

Bernard Pearson
Dubery's
Laura Jane
Pat Harkin

For Donating Amazing Prize Support

Rio Grande Tree Frog Games

For Making the Most Amazing Art

Podge Daly

Slaving away in the art room, inspired by Twisted Fairy Tales and paint fumes, his work is amazing. A true artist his eyes glow with fire and enthusiasm as he plans his next piece. He is simply wonderful.

Lisa Grant

Last year Lisa came to us and said "I want to build you a pyramid" and we said, "That's amazing." This year she saw our theme and decided that a murderous tree would be better. Her work, like herself, is both stunning and inspirational, and we are lucky to have her.

Leigh Ashmore

Rounding out our amazing artistic team is Leigh. He heard about all this and decided that what we really needed was a beautiful banner so he used his magic art skills and made it happen. It looks really good.

For Their Support

Anime and Manga Society
Art Society
Comic Book Society
Juggling Society

Eternal Thanks to the Wonderful People in the Socs Box

For Being Our Very Important People

Dan Ahern
Steve McCarthy

Peter Kehoe
Karen Murphy

Will Minor

Saturday at 10pm

*Mirror Mirror on the Wall,
Whose the Fairest of them All,
ItzaCharity Event*

At Itzacon Eight - for one night only - we are giving you the chance to take on the role of the Magic Mirror , and decide which of our three Pretty Itzacon Princesses gets to claim the title of "The Fairest of them All".

Vote with your wallets, and decide whether

Princess CuddleBloom, Princess StarSong, or Princess Snow Blossom (aka Ciarán "Sarky" O'Brien, Stephen "Quinny" Quinn, or Cian "Icecream" O'Sullivan)

look the most fabulous in their stylish royal attire. All proceeds go to a very worthy cause!

Also we have a Costume Party, and Dancing

Sunday 11am

IRL Point and click adventure

In Real Life Point and Click Adventure: Ever played a point and click adventure on your computer or gaming console and thought to yourself "I wish I could do this in real life?" Well's now's your chance! Enter the world of ItzaVillage, where there's a string of mysterious disappearances occurring.

Can you help the townsfolk find the killer?

Throughout the Weekend

Library

The Anime Mangs Society, Comic Book Society and our own Society will be making their libraries available throughout the weekend

Screenings

Feel like sitting down and watching something,
Go to our screenings, relax and enjoy.

Blind Auction

You can try to buy some of our amazing art in the blind Auction going on all weekend

RPGS and Larps
Friday Evening 6-9

RPG: Thankless Jobs

*A Black Crusade game for five Heretics,
Written by Eoin Staunton*

Embracing the dark gods of Chaos can grant you great power, but power has to be earned. If you want to make a name for yourself in the 41st Millennium you gotta distinguish yourselves from the hordes of other heretics, and what better way than destabilizing the power structure of an entire hive? Do this job right, and the only thing standing in your way will be your partners....

RPG: Wax and Bones

*A Hunter: The Vigil game for 5 players
By Oisin Reilly*

There's truth in old stories. Sometimes more than we know and quite often, more than we're comfortable with.

The truth is that we fear the dark, we fear what could be out there and we fear what we know is out there. When we go out and return, it's another small victory. These add up and we know that one day, our luck will run out. Over the past months there's been an awareness.....a hunger some call it and those of us who've been chasing stories for a long time are starting to worry.

RPG: The New Boys Gang

*A Blue Planet game for 5 players
By Tadeusz Cantwell*

The world of Poseidon is filled with possibility. In the sea are crystals that alter DNA and cybernetics to enhance life. On a world of long hot days, sea and jungle, new technology meets an ecological frontier. Still there are social problems with gangs and poverty. Social services are still run life affirming programs in the wilderness to break the destructive cycle. For the initial survivors, 'life affirming' is going to take on a whole new meaning.

Staff

Anne Marie Burke
Barbara Preston
Ciaran Doyle
Dave O'Meara
Eoin Staunton
Joe Neary
Mark Roche
Megan McGuinness
Mr. E. Staff
Patrick Coyle
Robert Fitzpatrick-Bellone
Tony Rogers

Ayla Zachary
Blue Hanley
Conor Kenny
Eoghan Fallon
Hannah Mulcahy
Josie Carlin
Matt Watkin
Milena Milojicic
Neal Patrick Mac Conmhara
Ross Lavelle
Stewart Locke

*Thank you for making this convention the best it can be
You are my heroes*



RPGS and Larps ***Saturday Morning 10 - 1***

Niall Sweeney - Card Games Coordinator

Niall is a Wizard Of the Forest (by The Coast) . He knows all about Sorcery. He has mastered all kinds of Magic and can cast spells in an Instant. The Creatures of the Land fear him. His Enchantments can crush Mountains, shatter Islands and reclaim Swamps. He has an Aura of mystery about him and a lot of bizarre Equipment. He is here with us, trying to uncover an ancient Artifact, a Token of some kind, that will allow him to open portals between Worlds, like some sort of Planeswalker. Truly he is a Legendary individual of Epic levels.

Mike Pentzin - Spec Ops

Mike is secretly two people. Unfortunately his Evil Twin shaved his goatee so we can no longer tell them apart. Luckily being evil is inefficient, so now they fight over who is Charming Mike and who is Cool Mike. One of the Mikes is running board games while the other is organising consoles. Its going to be amazing. As long as the Mike formally known as the Evil Twin takes his medication for his Chronic Backstabbing Disorder. You don't want to see him without that inhaler.

Dermot Canniffe - Art and Design Coordinator

Dermot was given a mission. To find a symbol we could rally behind. Something to inspire us as we navigate the dangers of this enchanted place. This charm wards us from evil and holds back the darkness. We carry it on our books, our clothing and upon the talismans we wear around our necks. Words do not describe the work he has done, so I will let you be the judge of his mastery of creation, and the quality of his imaginings.

Noirin Curran - Something Coordinator - Fergal Coordinator **Noirin Coordinator - Minister for Eternal Affairs** **Ambassador to the Dragon Kingdoms** **Protector of the ItzaPrincess**

Noirin is a lady of many jobs. She coordinates and controls both the levels of Noirin and Fergal at the con, which is a job of extreme importance. An uncontrolled explosion of either substance is highly dangerous for surrounding people. Eternal Affairs makes sure about the Happily Ever Afters, Dragon Kingdoms have many treaties regarding the appropriate condition for the kidnapping of damsels, and most importantly the ItzaPrincess must be escorted during her time with us.

Larp: Christmas in Valhalla *A Larp for 12 to 15 players*

Written by Sandra Duggan. (Winner of the National Game Writer Award)

Every year the gods from all walks of life from all around the world descend on Valhalla to enjoy the festivities. There's music, dancing, wine, women and song just for starters.

In the world of the Gods it's "The" party to be at.

But what happened to those lesser gods that don't get invited? Those who aren't welcome at the hippest party in these parts? What would aeons of bitterness and being the social outcast do to anyone? Want to find out?

(For those wondering this was the last game written by Sandra Duggan before her retirement as a writer for the convention circuit)

Operation Mongoose

A GURPS game for 5 Special Ops

Written by Paddy Delaney (Winner of the National Game Writer Award)

"The target is Omar Ahim Ibrahim known as 'The Desert Snake'. He is at the heart of a vast web of drug and arms trafficking, human slave trade, stolen military hardware, intelligence and the list goes on. His interests, holdings and businesses are spread all over North Africa, Southern Europe and the Middle East.

You have the full dossier in your hands.

Reliable intelligence sources have informed us that his operations have been affected by the recent upheaval across North Africa and Syria. Desert Snake will be out in the open in Tangiers for the first time in two years.

Your mission is to enter Tangiers, acquire the target, extract him at all cost and return him to us.

You have two days to plan and execute the mission. All our resources are at your disposal.

Good luck. "

RPGS and Larps ***Saturday Morning 10 - 1 Continued***

RPG: Strangely Familiar

*A gritty-noir adventure for 3-6 players,
set in the universe of 'mouse guard' using the 'mouse guard' rpg system*

written by Bryan Devaney

It's not easy being a mouseguardsman. The things i've seen would break your heart. last week we found 3 mice with their eyes and tails cut off, two weeks ago there were the case of the Hickory Dickory Clock (thankfully that only struck once before we could stop it). social services is still dealing with those poor pinkies* who think they are horses. The chiefs asked me to put a team together. A special task force. It wont appear on any paperwork but it wont require any either. This is real stars and whiskers shit right here. there are witches abroad and I'm about to hand you some travel papers! so you gotta ask your self something kid. are you a mouse or a mouseguard?

*a pinkie is a baby mouse. in case you were pondering.

RPG: MY LIFE WITH SNOW WHITE

*A "My Life with Master" game for 4 players
by Gregor Hutton*

The story books got it wrong. Snow White was beautiful, it's true. Yes, she could be charming. Yes, all the dwarfs loved her, at first. But why was she thrown out into the wood? Well, Snow White wasn't the fairest of them all, at all. She had a foul temper, was a spoilt brat and someone you could just never make happy. In this game you are a dwarf, trapped in an abusive relationship with Ms White. Will love save you some day?

Saturday 2 - 5

Larp: Day 2 X

*A Larp by Baz Nugent
(Finale of a Trilogy, previous experience not necessary)
Deep in Russia lies a secret.*

In a world driven mad by the voices of Angels, a beleaguered leader tries to stop a nuclear war.

And in the skies, there is revolution amongst the refugees to our world.

The End approaches, and the fate of not one species, but of many, will be decided on this day.

John Burke - Staff Coordinator

John Burke is a Man of Action, you need a wolf killed, a princess saved, a bridge de-trolled, ask this man. He does everything, except kiss frogs... never kisses frogs. This weekend he is leading our beautiful minions in finding a way out of this cursed forest. We know he'll succeed, because he is as swift as the coursing river, with all the force of a great typhoon, with all the strength of a raging fire, mysterious as the dark side of the moon.

Hazel Roberts - Role Play Coordinator

Hazel does not get kidnapped by dragons, dragons get kidnapped by Hazel. She is what the wolves tell their children about at night to make them behave. Once a troll tried to eat Hazel, which was lucky because she needed a new pair of boots, which are made for walking, and stomping, mostly stomping. There are no curbs in the forest, but she manages somehow. Hazel does not get lost in the woods, the woods get lost around Hazel.

Craig Murphy - War Games Coordinator

Craig is our guide. He knows the dangers of the deep dark wood. He has been to this cursed place before and will probably return here time and time again, leading others through its depths. Craig travels the land, helping people with his hard earned skills. A dependable individual, who never gives up, and always does his best. Some say he is an angel, others a golem, a few even think he is the Fairy Godfather, but they stopped after they woke up with a griffin head in their beds, and a polite reminder that the Godfather is just something made up by over imaginative writers.

Sam Logan - Projects Coordinator

Sam is a travelling sage. When he heard that we needed someone to guide us in our time of need he journeyed across the seas from a distant land far far away. He knows the way forward but his bizarre sense of humour and immense wisdom demand we find the answers for ourselves. When we need him though, he always guides us through. Its dangerous to go alone, so stay awhile and listen... or tell me about yourself. Are you a boy or a girl?
(also has lightning powers)

RPGS and Larps ***Saturday Afternoon 2-5 Continued***

Fergal "Monster" Mac Carthaigh - Convention Director

Fergal is a lucky individual, (Person is such a strong word.) He is surrounded by a dedicated committee and staff, as well as a wide selection of skilled volunteers giving their time and energy to the convention. With such an amazing group of people taking part, he can probably be found running around the convention pretending to be busy.

Millie Kennedy - Assistant Convention Director

Millie once got lost in the woods, so she burnt that forest to the ground, then salted the earth. This is what she does. She is both amazing and terrifying. She gets things done. Whether she is fighting the wolves that stalk this place, or teaching witches that trying to catch and eat children leads to one devil of a headache, she achieves her heroic goals with grace and determination. She defends us from ghosts, goblins and giants and we know she'll get us out of here.

Eoghan Page - Secretary

Eoghan Page is a Genie. We keep him in a lamp, and make wishes. Luckily our second wish was for infinite wishes with no drawbacks, and according to the intention, not the wording. (The first wish was of course for a sandwich.) He thinks we will one day set him free, (forever will he serve.) Sometimes he threatens us with eternal damnation and a fate worse than death. We calm him down by wishing him some whiskey, and giving him a day as a Guitar slinging Chess playing God of Rock and Roll, speaking of rolls we should wish for another sandwich... a better sandwich.

James Basquill - Treasurer

James has Dominion over our Treasure. Like a dragon with a Horde. Duke Basquill watches over our Estates. He will not let a single Copper go to Thieves or Noble Brigands. No amount of Masquerades or Militia will rob him of his Vault of Gold. Ever the hard working Alchemist, he has an immense Stash of Potions. Rumours say he lives on a Pirate Ship and consorts with Young Witches. Using his Treasure Map, he ensures we have money in the Bank, and one hell of a Festival.

RPG: Midnight to Midnight

An Unknown Armies Game for 5 Players,

Written by Anita Murray

(Winner of the Warpcan Best Scenario Award 2008)

God is a bullet, currently sitting in a pawn shop window.

Cats eat souls.

Magic exits.

Jack Daniel's No 7 is best for scrying.

A group of magicians have infiltrated McDonald's,

A Big Mac with extra lettuce will awaken latent magic.

There are 145 angels addicted to crack cocaine, they go to Narcotics Anonymous and work in a dry cleaners washing the remnants of sin from people's clothes.

You woke up today. Thousands of cats are sprawling on the streets, apparently Hell's filled up and a cat all you can eat buffet is about to start walking the streets.

You really shouldn't have drunk so much of that Jack Daniel's bottle, makes the scrying ... fuzzy.

RPG: Cthorporation

A Corporation game for 5 players,

written by Ciarán "Sarky" O'Brien (Winner of the Warpcan "Best Scenario Award" 2010 and again in 2011)

Newburyport, Massachusetts is beyond cutting edge. A town devoted to biotechnology research, sponsored by Gemini Bioengineering Inc. Substantial resources have gone into keeping it free of interference and observation from the Big Five, and the United International Government.

The entire town went completely dark an hour ago and lethal automated security protocols have quarantined the whole area, nothing gets in or out. The UIG believes Gemini was hiding something, and they are NOT pleased. They have arranged a trans-corporate team of investigators. Welcome to Innsmouth Bioresearch Station, Agents.

RPGS and Larps
Saturday Afternoon 2-5 Continued

RPG: The Lost Voyage
a Dragon Warriors game for four players,
by Kieran Turley

The eastern coast of Albion is a model of pastoral life, dotted with fishing villages and blessed with rich farmland. The worst the serfs here have to fear is the taxman and the wrath of their lord, the terrible Earl Montombre.

That is until today...

The villages of Yarvig and Grimrock lie in burning ruins and your master, Earl Montombre, wants blood and answers before nightfall |

Saturday Evening 6-9

RPG: The Hunt for the Promethean Reach
A Rogue Trader game for 5 players,

Written by Ray O'Mahony (Winner of the Warpccon "Best Scenario Award" in 2009, again in 2012, and the Gaelcon "Writers Award" 2011)

[Sealed Under Security Level Vermilion]

[Transcription Of Astropathic Message Fragment Recovered - System Designate 187 - RXO - 3Z]

[Source Identified - Sword Class Frigate - Promethean Reach]

+++God Emperor help me, I am the last+++

+++I hear the moans and screams of the Voidsmen and Enginseers alike.
It's almost melodic+++

+++My Choir remains silent+++

+++She emerged from Ellefus, my mentor, but the others followed in her wake+++

+++Shades made manifest+++

+++I know what they came for. Captain Lucius Locke has damned us all
in his hubris. Consigned us to this Fate+++

+++I hear the voices calling. My release shall shortly come+++

+++Liberate Me+++

[Message Lost]

VATICON

XVIII



30th March - 1st April

Tickets: €12 (Weekend)

€8 (Day Ticket)

@ The UCD Students Centre

All RPGs Free to Sign Up To

See www.ucdgamesoc.com/convention for more details



RPGS and Larps *Saturday Evening 6-9 Continued*

RPG: The Cull

*A Crucible: Dark Age scenario for five backstabbing, politicking, ruthless soldiers of god.
By James "Grey" Lloyd Jones*

One year ago, the little Frontier town of Ashenvale was founded by Prince Sigmund Farridane, fourth in line to the throne. In that year, rumours have emerged of heresy upon heresy; that the young prince hides a Necromancer, that he consorts with demons and spirits, that he has taken the blasphemous southern faith to heart. The time is right for a cull - not merely the investigation and purgation of blasphemies in Ashenvale, but a trial of your worth. Of the five of you, only one can rise from acolyte to Inquisitor - and the rest might not live to congratulate you.

RPG: The Phantom of the Palais Garnier

*A Call of Cthulhu game for 5 Electrical Scientific debunkers,
Written by Charles Dunne*

Paris, 1910. The Spiritualist movement has swept across Europe over the past 20 years. Every famous place has its haunts and their debunkers, especially the Palais Garnier. Some say the Opera Ghost was real but he was destroyed thirty years ago. Except how do you destroy a ghost? No priest was ever called and no exorcism ever performed. And now? Now a Soprano is missing and a handyman has been crushed by a chandelier. The police are stumped. The Academy of Electrical Science is set to take the limelight.

Sunday Morning 10 - 1

Larp: The House of Black Fire

*A Larp for 12 lost travellers,
Written by Anita Murray (Winner of the Warcon Best Scenario Award 2008)*

Night fell too quickly on the moors,

Horses spooked, carriages broke, guides became lost.

Hounds howled to the moon and broke into a feverish hunt.

The mists on the moors uncurled and beckoned.

A woman's gleeful laugh falls in perfect counterpoint to the hounds' howls.

The warm light of a home appears ahead.

And elderly man opens the door, ushers you in,
and welcomes you to Wuthering Heights.

RPGS and Larps *Sunday Morning 10-1 Continued*

RPG: The Incredible Iron Eagles and The Case of The Crystal Coffin

A Spirit of the Century game for 5 players,

Written by Ray O'Mahony (Winner of the Warpcon "Best Scenario Award" in 2009, again in 2012, and the Gaelcon "Writers Award" 2011)

When Duke Worthington's only daughter vanishes, he knows exactly who to turn to...The Incredible Iron Eagles! These stalwart paragons are the very stuff of legend!

Brave, witty, and ever so dashing, there's no challenge too great for our heroes!

Before long, there'll be action, adventure, explosions, romance, explosions, panic on the streets of London, explosions, a cast of characters you'll never forget, and a few more explosions!

Come, sit, and let me tell you a tale of five player characters....

RPG: Murder Born

A GURPS game for 5 investigators,

Written by Podge Murphy and based on the short story by Robert Reed

What would it take for the entire world to decide the death penalty was the only appropriate response to murder? Quite without meaning to, high energy physicists discovered the answer three years ago with the discovery of the Elysium Chamber. An offshoot of clean energy research, the chamber was designed to be the most humane system of execution possible, instantly dissociating the convict's constituent cells at a molecular level. The first execution was preformed in Iraq in 2013; the world hardly took notice as the chamber simply vanished the man in a haze of electrons, but disinterest turned to shock when every person he had ever murdered reappeared, naked and confused in the hills outside Basra at precisely the instant he was executed...

That was three years ago; since then the world has adapted and changed, and now hunting down murderers is the prime focus of law enforcement and reality TV worldwide.

Too often, however, there's not enough evidence to convict. In such cases, knowing reunion is only a blast of protons and a bribe away, how far would you go in a desperate attempt to bring back the ones you love?

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War Games and Card Games

War Games

Malifaux

Fri 5:00 start 11:00 finish (at the latest)

Warhammer 40k

Sat 9:30 Registration 10:00 start 7:00 finish

Sun 10:30 start 5:00 finish

Warmachine and Hordes

Sat 9:30 Registration 10:00 start 7:00 finish

For any other information
please ask War Games Coordinator Craig Murphy

Card Games

Fri 6-9^[1]_[SEP]

Snap tournament €2^[1]_[SEP]

magic modern tournament €5^[1]_[SEP]

Sat ^[1]_[SEP]10-1^[1]_[SEP]

magic sealed two headed giant tournament €26 (13 each)

^[1]_[SEP]

2-5

^[1]_[SEP]YuGiOh tournament €8^[1]_[SEP]

Space: The Convergence cube draft €2 max 8 people

6-9^[1]_[SEP]

Kangaroo court standard sealed event €20

Sun ^[1]_[SEP]10-1

^[1]_[SEP]Space: The Convergence cube draft €2 max 8 people

^[1]_[SEP]

2-5

^[1]_[SEP]Magic commander/EDH multiplayer €4

Drafts available on Demand

For any other information please ask Card Games Coordinator Niall
Sweeney

RPGS and Larps *Sunday Morning 10-1 Continued*

Corridor of DoOm

A Paranoia Game for 6 people

By Peter O'Brien

Alpha Complex Emergency!

A newly constructed corridor's utility hangs in the balance.

Everything on the build was going fine.

The structural work was completed with 0 fatalities.

The painting and decorating was completed with 0 fatalities.

The security systems were installed and activated with 0 fatalities.

The final electrical work was left incomplete with 30 fatalities.

Then the computer sent in another team of electricians.

The work was left incomplete with 30 fatalities.

After 137.5 fatalities, the work is still not finished.

You are the last clone team of electricians to be sent in to finish the wiring before it
becomes more cost effective to just use repair droids.

And the Computer really loves its repair droids.

Remember, Safety is Mandatory!

Sunday Afternoon 2-5

Larp: #Occupy the Kingdom

A Larp,

Written by Anthony O'Reilly

I make animals nervous.

I can't sing.

My skin is not snow white.

When my parents abandoned me in the woods,

no-one came to rescue me.

I am the 99%.

#OccupytheKingdom

RPGS and Larps ***Sunday Afternoon 2-5 Continued***

RPG: The Inheritance

A Call of Cthulhu game for 5 players,

Written by Padraic Barrett (Winner of the National Game Writer Award and the Gaelcon Writers Award 2008)

On the evening of August 8th 1914 Madeline Werner, a scullery maid, failed to return home after work. She had only recently entered service at Clarke Hall and her family immediately suspected that her employer, Reginald Clarke had played a part in her disappearance. Clarke was a wealthy recluse and there were many rumours locally about his odd habits and peculiar interests. On the morning of August 9th a local police constable arrived at Clarke Hall to interview Mr. Clarke only to find the house deserted. It has lain empty ever since. Most people say its haunted. They're wrong. It simply can't forget.

RPG: The Siege of Antioch

*An Ars Magica game for 5 players,
by Dave Hayes*

It is the Year of Our Lord 1193, and the Third Crusade has finished. Crows feast upon the dead, left to rot where they fell, be they Christian knight or Moor.

The Order of St. Thomas At Acre have been tasked with burying those who fell in the Holy Land, and just recently filled the cargo hold of a ship leaving Genoa – The Siege of Antioch – with the embalmed bodies of the soldiers of God. The ship is bound for England, the home of the Order. But it never reached its destination.

Many months later, you awaken, adrift in the Mediterranean, tattered sails creaking overhead and blood long dried on the deck. You are many miles from home. You are without friend or comfort. You are dead.

Batmen of the Future: Requiem for the Riddler

*A DC Adventure (MnM 3.0) game for 5 players
by Mike Calnan*

Gotham is a city with a past that it is desperately trying to forget. But, try as you might you can only buy the past for so long. The cracks are spreading across Gotham's new peaceful façade and old things, terrible things are seeping through. Four grisly murders have been merely the overture. The crescendo will bring the cities to its knees.

Specs Ops Consoles and Boardgames

Timetable

Friday:

18:00 Casual Tournament (Zombie Dice, Flux, Dixit etc.)

18:00 Super Street Fighter IV Tournament

19:00 Themed Werewolf

Saturday:

10:00 Sign-Up Tournament (Board games)

10:00 Robot Unicorn Attack

14:00 Ankh Morpork Tournament

14:00 Soul Calibur 2 Tournament

18:00 Dominion Tournament

18:00 Ultimate Marvel vs. Capcom 3

19:00 Themed Werewolf

Sunday:

10:00 Sign-Up Tournament (Board games)

10:00 Super Smash Bros. Brawl

14:00 Sign-Up Tournament (Board games)

14:00 Tekken Tag Tournament

Board games:

For a fee of 5€ people can rent out the board games our society has to offer. The money will be returned once the game is returned.

Video games:

A wide range of video games will be available to play at any given point. Examples are: Ultimate Marvel vs. Capcom 3, Super Smash Bros. Brawl, Soul Calibur 2, Halo Reach and many more.

Werewolf:

We will be hosting an exciting version of “Werewolf” at Itzacon. Our version will feature atmospheric sounds, props and light. It is definitely not to be missed!

Ankh Morpork:

Itzacon 8 will proudly host their very first “Ankh Morpork” tournament. The tournament has been generously sponsored by Treefrog Games. We will have fantastic prize support for this fantastic game.

Dominion:

After the success of last years tournament we are aiming for greater things and are hosting a 40 player Dominion tournament.

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Submit an RPG or LARP:

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Want to staff:

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Itzacón 8

Lost in the Woods

Design by Elemental Design
www.elementaldesign.ie
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March 9th - 11th 2012

Áras na Mac Léinn, NUI Galway