

Slag!

The space combat game for people who aren't rocket scientists but still crave realism.

Sorcerer

Summon up the full extent of your humanity as you deal with demons in this intense roleplaying game. Supplements include **Sorcerer and Sword**, Swords-and-Sorcery adventure that strikes at the heart of humanity and **Sex and Sorcerer**, which thrusts your Sorcerer game into the passionate, powerful territory of love, sex, and martial arts.

Sons of Liberty

The American Revolution the way it should have been! Strap on your clockwork power gauntlets and fight for freedom!

Spione

"In a wilderness of mirrors. What will the spider do?" Enter the cold and lonely world of a Cold War spy in divided Berlin.

Space Rat

The Jack Cosmos adventure game. Competitive, award-winning Femme-Babe fun with everyone's favorite love rat.

Spirit of the Century

High pulp adventure! Screaming biplane-flying apes! Mad scientists mucking with space-time! (Supplement: Ennies-nominated **Spirit of the Season**)

Steal Away Jordan

Your name is not your own, but your story belongs to no one else. A game of slavery in the antebellum South (and other places and times).

The Solar System

The engine that makes Clinton R. Nixon's award winning Shadow of Yesterday go, the Solar System is a generic rules set for sweaty, sexy, distinctly human storytelling.

Thou Art But A Warrior

A tragic game in which you play noble Muslim knights sworn to defend Islamic Spain at the very beginning of the Crusades, right before the Christians invade and burn everything to the ground.

Truth & Justice

Based on the PDQ system, the superheroes game that lets you know why Peter Parker's life sucks so much: Because he gets "kicked in the Mary Jane" all the time!

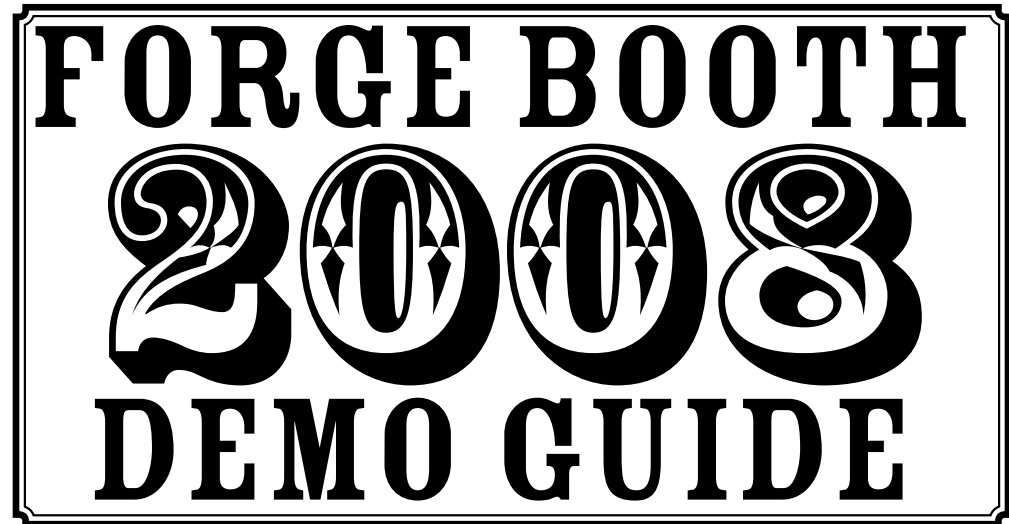
Zombie Cinema

Nobody knew when it started, or why ... only one thing is certain: Now the dead walk. A story board game for 3-6 players.

Zorcerer of Zo

Oz gets the PDQ treatment, with the most extensive setting-building advice ever to see print.

The owner-creators of each of these games is here at Gen Con and eager to offer you a demonstration. Try a few, meet the makers at booth 1939, and see what you like!



A Flower for Mara

Once, she was the center of your world. Now, they are lowering her into the grave. Can you face your life, now that she is gone? A family drama about death, grief, and hope.

Black Death

A humorous and macabre little board game about life in the Middle Ages, circa 1400AD, during the height of the Plague.

Blood & Bronze

Which city in ancient Greece is the best - which one is without peer? A strategic game of competitive boasting.

Brick Battles

A fun little game for fighting battles with Lego® toys.

Candycreeps

In a world where the dead walk and popular theme-park mascots are actually genetically-engineered manimals, can you survive the rigors of a quality education?

Conquer the Horizon

Discover the New World while forwarding your agenda and stymieing the plans of your fellow explorers.

Continued! 

CORPS

The roleplaying system that looks at what you want. Rules you can remember. Dice you don't have to use. (Supplements: **Apocalypse**, **Down in Flames**, **Dreamtime**, **Timelords**, and **VDS**)

Death's Door

Every day, hundreds of ordinary people live with a certain knowledge: They will be next.

Dirty Secrets

A game of hometown murder in the tradition of Dashiell Hammet, Raymond Chandler, and Ross MacDonald.

Don't Rest Your Head

A game of superpowered insomniacs who gain strange powers from their madness and exhaustion, fighting every minute to stay awake and alive in the Mad City, where Nightmares walk the streets. (Supplement: **Don't Lose Your Mind**)

Dread: The First Book of Pandemonium

A dead prostitute slithers towards you; your intestines turn into six-foot leeches; you rack the shotgun; you die.

Elfs

So *that's* what they meant by The Steading of the Hill Giant Chief! Raunchy, irreverent, and nasty.

EABA

Realistic, heroic, fast, flexible - a roleplaying system for the 21st century, one that can be entirely Internet-based and computer-friendly. (Supplements **Age of Ruin**, **Altar of Reason**, **Brecken Ridge**, **Code Black**, **Dark Millennium**, **Neo-Terra**, **Nocturne**, **Stuff**, **Rune Striders**, **The Colonies**, **Timelords**, **WarpWorld**, and **Ythrek**)

Fae Noir

An ogre mob boss, a spritely gun moll, a dwarven gumshoe. It's D&D ... as if written by Raymond Chandler. (Supplement: **Amazing Arcana**)

Full Light, Full Steam

Victorian adventures in space, as written by the unholy love-child of E.E. "Doc" Smith and Rudyard Kipling.

F*ck This!

Do you nuke gay farm animals for Jesus? Do you molest candy-ass self-abusers with power tools? Do you want to? This is the card game for you! **Dumbass!** is a descendant of F*ck This!, one level more complicated and two levels less offensive.

Factions at War

A game of occult conspiracies and secret societies, set in an alternate, slightly-future setting where factions in America tip the country toward civil war.

Guns, Guns, Guns!

A technically sophisticated weapon design supplement for virtually any role-playing game. (Supplement: the accurately named **More Guns!**)

Grey Ranks

Warsaw, Poland, 1944. Child soldiers. Will they sacrifice the things they hold dear for a chance at survival? Short listed for the Diana Jones Award.

Hero's Banner

Fight for your passion, blood, and kin, make an impossible choice, and then take up the banner again in this epic, multi-generational fantasy game.

How to Host a Dungeon

It's like 1985 when you were sitting in your basement alone making dungeons for all your buddies, only now it's a game!

Hollyworld

What if the world really worked the way it did in the movies? And what if you knew this up front? That's the premise of Hollyworld, where you can't be killed by an explosion if you are running away from it at the time.

Infinite Armies

Probably the most sophisticated pdf game product ever made, and once you download the sample files, you'll see why. It is also a winner of an Origins Vanguard Award for products released in 2005.

It Was A Mutual Decision

You thought they were the love of your life, but things weren't meant to be. Also, you might be a murderous were-rat.

Legends of Alyria

Good and Evil battle beneath the Weeping Moon in this technofantasy game of mist and iron.

Passages

Mark Twain and Captain Ahab keep the world safe from Dracula! Dainty. Palatable. Non-Constipating.

Prime Time Adventures

Create your own show, complete with issue-laden protagonists, personal sets, and fan mail. Television has never been this good.

Shab-al-Hiri Roach

H.P. Lovecraft meets the Marx brothers in a game about power, status, telepathic Sumerian God-Kings and the college faculty who love them. (Supplement: **The Roach Returns**)