
Origins Game Fair, June 25-29, 2008

Posted by ianengle - 2008/03/14 06:46

Hex Games will be at Origins this year with a full slate of games and panels.

Once we get confirmation, our schedule will be posted here.

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Re:Origins Game Fair, June 25-29, 2008

Posted by ianengle - 2008/04/20 10:43

Wednesday

Pastapocalypse

Ian Engle

6:00 PM-9:00 PM

There's a nationwide alert on! Someone broke into the Really Dangerous Monster Containment center in St. Louis and stole a monster. We're not exactly sure what they took, but if it was in RDMCC it's bad. Last anyone saw them, they were on I-70 heading east. The most disturbing question is—why would anyone steal a monster?

Champions of Valistar: Little Horde on the Prairie

Joshua LH Burnett

7:00 PM-10:00 PM

Valistar is world of swords, sorcery, and super science. You are one of the Champions of Valistar, heroes specially chosen by Queen Seraphan herself to protect the world from the villainous schemes of the evil Lord Darkmoon and his minions. It's Saturday morning cartoon action brought to you with QAGS! Something has abducted the mighty herds of Tunga Beasts in the Ferran Badlands, and the tribes of Coyote People have cried out for someone to solve this mystery. Is it another nefarious scheme of the evil Lord Darkmoon, or something even more sinister? It's up to the Champions of Valistar to save the day!

Thursday

Sindbad and the Dragon's Isle

Ian Engle

11:00 AM-2:00 PM

"That, oh esteemed Sindbad," said the little alchemist, "Is the resin called Dragon's Blood which comes only from the Isle of the Wali Yuhanna in the far ocean. Worth seven times its weight in gold, it is. Any sailor who could bring back a supply of it would find himself in the lap of luxury for the rest of his days, as Allah is generous." What do you say, lads; does the lap of luxury sound good to you? After all, how dangerous can tree sap be?

Sector 13: You Stand on the Edge of a Silver Future

Joshua LH Burnett

12:00 PM-3:00 PM

Long before the advent of the Gravity Drive and faster-than-light travel, a huge multi-generational colony ship left earth for a distant solar system. It was never seen again. Now, over 500 years after/ Silver Future/ disappeared, it's shown up again, right here in distant Sector 13. As members of the Sector Rangers' Search & Rescue Division, it's up to you and your teammates to investigate the lost ship, find out where it's been, and what has become of the colonists.

In the House of the Tisroc

Ian Engle

7:00 PM-10:00 PM

In the years after the disappearance of the High King and his brother and sisters, the fragile truce between Narnia and Calormen held firm. But whispers have come to Caer Paravel that the new Tisroc has come into possession of some weapon that may move him to reconsider the treaty. The king himself has decided to send you and a party of Narnian heroes into Calormen to discover what this weapon is and deal with it.

Friday

The Pytheas Club versus the Big Bird

Ian Engle

11:00 AM-2:00 PM

In 1877 you are one of the Pytheans, an elite group of British adventurers doing their part to advance the cause of Crown and Empire. Your assignment is simple. Find out what it is that's been terrorizing people on the northern plains of

Madagascar. The natives must have it wrong; a bird can't terrorize. Can it?

Sex, Lies and Ultraspies: Gorilla My Dreams

Joshua LH Burnett

12:00 PM-3:00 PM

It's the swinging 1960s and you're a agent for England's Ministry Q. You and your teammates, are Ultraspies, special operative possessing groovy superpowers that help them protect Queen and Country. It's the Avengers (the one with Captain America) meets the Avengers (the one with John Steed) brought to you with QAGS! British intelligence has just discovered that the nefarious Dr. Gorilla has summoned the most dangerous supervillains, mad scientists, and crime lords to his secret volcano stronghold. Only the ultraspies of Ministry Q are qualified to infiltrate, discover, and neutralize Dr. Gorilla's evil schemes.

Genre-Palooza (Panel)

4:00 PM-5:00 PM

What makes genres good? What makes them bad? Are they useful tools? Unnecessary straightjackets on creativity? Explore these questions, and more!

Fort High: The Finals Countdown

Joshua LH Burnett

6:00 PM-9:00 PM

The world is a very weird place. Aliens, mutants, witches, and even more bizarre things walk the Earth, and everyone knows it. Still, if you're a kid, you still have to go to school, even if you're a mutant wombat or can control fire with you mind. It's finals week at Charles Fort High, the weirdest high school in the country. Unfortunately, you and your ne'er-do-well friends have spent the entire year goofing off. Now if you don't ace your final exams, it's summer school for sure! Luckily for you, you've heard a rumor that the answer sheets to all the finals are hidden in a secret vault somewhere in the school basement. Sounds like it's time for a zany scheme.

QAGS: Life is Random

Leighton Connor

7:00 PM-10:00 PM

Take a chance! Brave the unknown! At the beginning of this game, the GM will use the QAGS Book of Dumb Tables to randomly determine the game's concept, PC group, villains, plot, and theme. Players will be able to create their own characters, though they will randomly roll their characters' names. The GM will then provide a full, satisfying adventure, with twists, turns, and (randomly determined) surprise guest stars. No one knows what this game will be about, but it's sure to be fun.

Saturday

Project Eightball: I Am He As You Are Me

Leighton Connor

11:00 AM-3:00 PM

What is real and what isn't? Can you trust your memories? In your case, no. Everything you thought you knew about yourself was a lie, a carefully constructed cover story. In actuality, you're a highly-trained government agent who specializes in missions so bizarre they would drive the average person mad. But now that you've been reactivated, do you still have what it takes? Can you retain your fragile sense of identity without losing your sanity? A surreal psychological adventure in the tradition of Philip K. Dick.

10¢ Superheroes: The All-Star Freedom Squad vs. Hitler's Legion of Tyranny!

Joshua LH Burnett

12:00 PM-3:00 PM

The Fuehrer's super-powered scions of evil are up to no good in the European theater. Thankfully, America has her own team of metahuman mystery men! It's up to the All-Star Freedom Squad to bring the fight to Hitler and his Ratzl gangsters and save the day before the insidious Doctor Teutonic can activate his doomsday device! BIFF BAM POW! It's Golden-Age superhero action with QAGS!

The Necromancer's Apprentice

Ian Engle

1:00 PM-4:00 PM

Life's no bowl of cherries when you're apprenticed to a sorcerer. You slave and toil for him, and occasionally he teaches you some minor piece of magic. When he turns up dead, though, your old hard life suddenly looks pretty good, because you're sitting on his entire fortune, his magic geegaw collection, and his extensive library. Yeah, the master had many enemies, and his friends are not much better, and they all want a look-in at the estate.

The Art of Collaborative Storytelling (Panel)

4:00 PM-5:00 PM

Is your GM a brutal tyrant whose only goal is to kill off as many PCs as possible? GM, are you tired of players who seemed determined to derail your every storyline? Maybe it's time we all started working together toward a common goal. Come and learn if this utopian vision of gaming is right for you.

Post-Apocalyptic Superhero Western Theater

Leighton Connor

6:00 PM-10:00 PM

Once you wore a brightly colored costume and kept the world safe from the forces of evil. You and your friends always won, until Dr. Menace came along. Things went south, your team dropped the ball, and the Great Calamity happened. Now you're a survivor, making your way in the harsh, barren landscape that used to be the United States. The people you once protected now spit at you. But you've still got your special powers, and maybe, under the right circumstances, you can be persuaded to fight again.

Qerth: The Dungeon of Almost Assured PC Death

Joshua LH Burnett

7:00 PM-10:00 PM

Experience a world of fantasy satire with Qerth, a game of brave Crusaders, mysterious Magic Men, and crafty Cheesemakers! Kill monsters, take their stuff, and become a legend! You bold adventurers have finally reached Rank 9, and you're just itching to try out your new powers aren't you? You're bristling with weapons, dripping with magic items, and full of moxie and chutzpah! Guess what? Word on the street is that a new dungeon just opened up called the Dungeon of Almost Assured PC Death. Ye gods! With a name like that, you just /know/ there's got to be some good loot to be plundered! Well what are you waiting for? Those monsters aren't going to kill themselves!

Sunday

Anabasis: A Thousand in Crosstime

Ian Engle

11:00 AM-2:00 PM

During recent actions in Afghanistan's Tora Bora region, over a thousand allied soldiers just disappeared. When they started to reappear 36 hours later, they told an incredible tale of being lost in a land out of time. Hundreds are still missing, and it's up to your team to go in and get our boys out of wherever--or whenever--they are.

Sex, Lies, & Ultraspies

Leighton Connor

12:00 PM-3:00 PM

You've got fab gear; you have birds over to your flat every night; you take your martini ice-cold, with a large thin slice of lemon peel. It's the swingin' sixties in London, and life is good—unless a certain high-tech doomsday cult has its way, in which case all life in England will be wiped out. Now the government has called on you and your team of superhuman superspies to save the day. Just be sure to look good while you're doing it.

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Re:Origins Game Fair, June 25-29, 2008

Posted by ianengle - 2008/06/19 15:28

OMFG! It's NEXT WEEK! GAHHHH!:woohoo:

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