
Games you'd like to see at Archon 32

Posted by culthero - 2008/07/04 02:54

Okay, I got this idea from Prof. Tannhauser's post in Events where the good Professor expressed his interest in the type(s) of games he'd like to see from Hex Games at Archon this year.

So, I thought I'd ask our forum readers planning to attend Archon what game(s) would they like to see from Hex Games? These games can be from a particular setting (e.g. Sindbad, Rocket Jocks) or a particular corebook (e.g. Fort High, QERTH, M-Force) or even a particular genre (i.e. luchadore movies, my personal favorite).

I'll get the ball rolling: I really want to play in Josh's Metalstorm of the Arockalypse game.

Thanks for the feedback! This info will help us bring even more diverse and fun games to Archon. Even if you aren't going to Archon, let us know what type of game you would like, we are always open to new story ideas.

Thanks!

Re:Games you'd like to see at Archon 32

Posted by jlhburnett - 2008/07/04 03:25

The Arockalypse awaits. I shall certainly run it at Archon.

Re:Games you'd like to see at Archon 32

Posted by Professor tanhauser - 2008/07/04 03:32

I'm fascinated by "Deep space rescue" and would like to buy it at archon, or at least play thru it. I may do both if a copy is available at archon.

My scenario from last year that didn't get ran, "Redneck dawn" is up for grabs if anyone at HG is looking some something weird to run for Mforce...

Re:Games you'd like to see at Archon 32

Posted by ianengle - 2008/07/08 17:19

I want to run Fairy Take Noir again. It was a hit at Marcon, and I doubt that was just the players. For some reason, they liked the juxtaposition of the genres, or maybe it was the subtle similarities. Dunno.

I also want to run with one or the other of my "Yes I am a media whore" games, either Narnia or Torchwood. Both games work--if I get people who know the world. But it's a SF con, right? There has to be another Torchwood groupie out there!

Beyond that, I don't know. The Pytheas Club has yet to go off this year at a convention, but maybe Edison Force? I suppose maybe I should write up another Sindbad scenario too. Maybe Sindbad and the Halls of Brass?

Re:Games you'd like to see at Archon 32

Posted by Steve - 2008/07/09 03:31

Oh, I don't know Colin, maybe a game about demon-fighting luchadore brothers in 1950s era southern California? Just off the top of my head.

Also, I'm not sure if anyone would want to play it, but I call dibs on running any J-Stache games.

Re:Games you'd like to see at Archon 32

Posted by ianengle - 2008/07/09 13:10

Steve wrote:

Also, I'm not sure if anyone would want to play it, but I call dibs on running any J-Stache games.

And you're welcome to it! :blink:

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Re:Games you'd like to see at Archon 32

Posted by L8on - 2008/07/09 18:22

I'm fascinated by "Deep space rescue" and would like to buy it at archon, or at least play thru it. I may do both if a copy is available at archon.

Deep Space Rescue is a PDF release, and is not currently available in print form. So it won't be available at Archon, unless we burn a copy onto a CD. Which we might. But it's just as available to you right now, via your computer.

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Re:Games you'd like to see at Archon 32

Posted by L8on - 2008/07/09 18:27

As for what I'd like to see . . . I'd like to play in a super-hero game. It seems like most of the time when we schedule super-hero games, they don't go off, which confuses me, since I know it's a popular genre. Maybe when people want to play super-heroes, they want a specific system to go along with it--Champions, or Mutants and Masterminds, or whatever. But I want some QAGS super-heroism, dammit.

At Origins I drew people in to play Postapocalyptic Super-Hero Western, probably because of the novelty, but Josh didn't get enough players to run 10 cent Super-Heroes. Which is a shame, because I want to play in a Silver or Golden Age style game.

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Re:Games you'd like to see at Archon 32

Posted by Loco Gigantes - 2008/07/10 17:42

You know Colin, you could draw in the Angel fans and the Luchador fans if you did an adventure featuring the Numeros brothers.

<http://www.internationalhero.co.uk/h/hermanosnumeros.htm>

Número Cinco was featured in an Angel episode titled "The Cautionary Tale of Número Cinco"

Número Cinco was the mail room guy at Wolfram & Hartt.

grin

Or I could bring Loco Gigantes out of retirement to smash monsters.

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Re:Games you'd like to see at Archon 32

Posted by Loco Gigantes - 2008/07/10 17:44

You know Colin, you could draw in the Angel fans and the Luchador fans if you did an adventure featuring the Numeros brothers.

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Numero Cinco was featured in an Angel episode titled "The Cautionary Tale of Numero Cinco"

Numero Cinco was the mail room guy at Wolfram & Hartt.

grin

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Re:Games you'd like to see at Archon 32

Posted by culthero - 2008/07/12 03:29

Heh... Loco...the Hex staff, notably Steve, has been trying to get me to run the Numero Bros one shot for years!

When I run QAGS games at cons, I try to run games that either a) promote one of our current products, or b) is such a nontraditional game that curious rpers will feel compelled to try out the game and (hopefully) fall in love with the QAGS system.

I'm afraid a luchadore game of a niche game to really attract new players to QAGS at a small con. I can, and do, run a luchadore game at Gencon but Archon it may not draw players (and thats a shame).

Still, I could make the luchadore game my rasslin game at Archon....this has possibilities.....

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Re:Games you'd like to see at Archon 32

Posted by Loco Gigantes - 2008/07/12 03:33

Come on, you saw all the Luchador masks at Archon a couple years back.

However, Loco Gigantes may have to make a triumphant return to the square circle this year.

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Re:Games you'd like to see at Archon 32

Posted by jlhburnett - 2008/07/20 18:51

So far, the games I'm thinking about running at Archon are:

Thunder Gods of the Metal-Storm and the Quest for the Deathclock: a Post-Arockaplypse Adventure
The title says it all, really.

Whey of the Warrior
Am all-Cheesemaker adventure using Qerth-Lite (which is really just QAGS).

I Shall Destroy All Civilized Planets!
A high-powered Rocket Jocks/Sector 13 game.

10-Cent Superheroes
Golden-Age superheroes against Nazis.

Most of these are games I was planning on running at Gencon before life smacked me in the head. Goddammit, I am determined to have dangerous levels of fun at Archon this year!

Hmmm... I should probably run a Fort High game in there somewhere. I may have to make some changes.

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Re:Games you'd like to see at Archon 32

Posted by Great_Scott - 2008/07/21 00:45

jlhburnett wrote:

So far, the games I'm thinking about running at Archon are:

Thunder Gods of the Metal-Storm and the Quest for the Deathclock: a Post-Arockaplypse Adventure
The title says it all, really.

Dear god please run this game at origins 09, cause thats the only convention I ever see you guys at!!!

=====

Re:Games you'd like to see at Archon 32

Posted by jlhburnett - 2008/07/21 03:29

If it goes well, I will certainly run it at Origins!

Also, I wold loooooove to play in another of Colin's Rasslin' games. It ain't easy being a face. Maybe Jo Six-Pack will make a heel-turn?

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Re:Games you'd like to see at Archon 32

Posted by culthero - 2008/07/21 03:41

Mr. Burnett:

I've got an idea for a Fort High game bouncing around my head that I'm going to run at Archon so we will at least have one FH game there. My game involves stealing mascots from a rival school before the big Hyperball game. That's all I got but it will be legend....ary!

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Re:Games you'd like to see at Archon 32

Posted by jlhburnett - 2008/07/21 04:09

shakes fist Oh those Mandrake punks!

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Re:Games you'd like to see at Archon 32

Posted by jlhburnett - 2008/07/21 04:30

Loco Gigantes wrote:

You know Colin, you could draw in the Angel fans and the Luchador fans if you did an adventure featuring the Numeros brothers.

<http://www.internationalhero.co.uk/h/hermanosnumeros.htm>

I have actually seen very little Angel, especially the later seasons. I was totally unaware of these guys.

In the 1950s Los Hermanos Numeros (The Number Brothers) were a group of five luchadores (masked wrestler) brothers who defended the people of Los Angeles against demons and other evil beings. When not in the ring, they played hard,

but they were ever vigilant for the call to battle, even defeating El Diablo Robotico, a robot built by the Devil himself.

Awsome, totally awesome.
A robot built by the devil himself!!! I want to play that!

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Re:Games you'd like to see at Archon 32

Posted by ianengle - 2008/07/21 13:31

Great Scot wrote

Dear god please run this game at origins 09, cause thats the only convention I ever see you guys at!!!

We've gotta get you to BASHcon up in Toledo next February.

=====

Re:Games you'd like to see at Archon 32

Posted by ianengle - 2008/07/21 13:34

culthero wrote:

My game involves stealing mascots from a rival school before the big Hyperball game. That's all I got but it will be legend....ary!

Stealing? That is soooo Boudreaux Prep.

A real Mandraker would use either M.A.D. Science or Magic to change CFH the mascot into a dragon on the pitch, er, field.

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Re:Games you'd like to see at Archon 32

Posted by L8on - 2008/07/21 14:46

jlhburnett wrote:

I Shall Destroy All Civilized Planets!
A high-powered Rocket Jocks/Sector 13 game.

10-Cent Superheroes
Golden-Age superheroes against Nazis.

Hey, didn't I say earlier on this thread that I really wanted to play a Golden or Silver Age super-hero game at Archon? I need to make sure my schedule works out so I can play in this one. Also in I Shall Destroy All Civilized Planets!, just because it sounds awesome.

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Re:Games you'd like to see at Archon 32

Posted by L8on - 2008/07/21 14:48

jlhburnett wrote:

I have actually seen very little Angel, especially the later seasons. I was totally unaware of these guys.

Season 2 of Angel is very good. Seasons 3 and 4 are ambitious, and have definite high points, but on the whole they are a giant confusing mess. Season 5, however, is one of the greatest seasons of anything ever. Even if you haven't seen 3 and 4, or any Angel at all, it's well worth watching.

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Re:Games you'd like to see at Archon 32

Posted by Steve - 2008/07/21 17:40

culthero wrote:
Mr. Burnett:

I've got an idea for a Fort High game bouncing around my head that I'm going to run at Archon so we will at least have one FH game there. My game involves stealing mascots from a rival school before the big Hyperball game. That's all I got but it will be legend....ary!

I've got a variation on that plot that I've been planning to write up as a freebie adventure. If I don't email you by this weekend, remind me.

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Re:Games you'd like to see at Archon 32

Posted by Steve - 2008/07/21 17:42

They were only in one episode (in season 5*)

*Aka "The season where Joss went crazy in a good way."

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Re:Games you'd like to see at Archon 32

Posted by Professor tanhauser - 2008/07/22 04:38

L8on wrote:

I'm fascinated by "Deep space rescue" and would like to buy it at archon, or at least play thru it. I may do both if a copy is available at archon.

Deep Space Rescue is a PDF release, and is not currently available in print form. So it won't be available at Archon, unless we burn a copy onto a CD. Which we might. But it's just as available to you right now, via your computer.

But if I do that I wouldn't have any fun playing it at archon, would I?

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Re:Games you'd like to see at Archon 32

Posted by Great_Scott - 2008/07/26 02:40

We've gotta get you to BASHcon up in Toledo next February.

I went to BASHcon a couple of years ago so it is a possibility.

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Re:Games you'd like to see at Archon 32

Posted by jlhburnett - 2008/07/26 18:17

BASHcon is small, but fun. It's quality comes and goes each year as old students graduate and new ones are put in charge. I've always had fun, though (it's my home-town convention), and QAGS is getting a pretty good following there.

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