

CAR-PGa  
1127 Cedar  
Bonham, TX 75418

return service requested.

December

5-6: Ludicrus, Kosfrave Community Centre, near Ipswich, Suffolk; ludicrus.co.uk

12-13: Encontro Anual de Rpg de Araraquara, Rua Castro Alves, 1315 - Sesc, Araraquara, São Paulo; Julio Cezar Parancini, rpgararaquara@gmail.com or parancini@gmail.com

January 2010

23-24: KapCon, the Kapital, Wellington, NZ; kapcon.rpg.net.nz

29-31: Winter War, Hawthorn Suites, 101 Trade Centre Dr., Champaign, IL 61820; Don McKinney, Box 1012, Saint Joseph, IL 61873.

February 2010

20-21: Battle Cry, ASB Stadium, Kohimarama, Auckland, NZ; theamericaclub.net.nz/battlecry

March 2010

5-7: CoastCon, Mississippi Coast Coliseum, Biloxi, MS;

June 2010

24-27: Origins Game Fair, Greater Columbus Convention Center, Columbus, OH; GAMA.org.

August 2010

12-15: Gen Con Indy, Indiana Convention Center, Indianapolis, IN.

January 2011

28-30: Winter War, Hawthorn Suites, 101 Trade Centre Dr., Champaign, IL 61820; Don McKinney, Box 1012, Saint Joseph, IL 61873.

June 2011

22-26: Origins Game Fair, Greater Columbus Convention Center, Columbus, OH.

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You currently have            points. If no more are made, you will have            points next month

- 17-19: Fraktal, Musikbunker in Aachen, Germany; [www.fraktalendzeit.de](http://www.fraktalendzeit.de) and [www.degenesis.de](http://www.degenesis.de); [post-holocaust-LARP, based on the German RPG Degenesis.]
- 18-19: Ancient City Con, Hyatt Regency Jacksonville Riverfront Hotel, 225 Easy Coast Line Dr., Jacksonville, FL; [ancientcitycon.com](http://ancientcitycon.com)
- 24-26: Mechacon, Lafayette, LA; [mechacon.com](http://mechacon.com)
- 28-August 2: Drachenfest, Diemelstadt/Germany; [www.wyvern.de](http://www.wyvern.de) and [www.drachenfest.info](http://www.drachenfest.info); [fantasy-LARP]
- 31-Aug. 2: Castlefest, Kasteel de Keukenhof, Keukenhof 1, Lisse, Noord Holland; E.R. Koldenhof, Van Lith's erf 9, 7391 MX Twello, Netherlands.
- 31-August. 2: ConnectiCon, Connecticut Convention Center & Hartford Marriott Downtown, 100 Columbus Blvd., Hartford, CT; Mathew Daigle, 705 North Mountain Rd., Box B-II, Newington, CT 06111.
- 31-2 August: Constitution, Murray Edwards College (formerly New Hall), Castle Hill, Cambridge. [constitution-con.org.uk](http://constitution-con.org.uk); [info@constitution-con.org.uk](mailto:info@constitution-con.org.uk)

#### August

- 2: Houston U-Con, Northwest Community Unitarian-Universalist Church, 5920 Hwy 6 North, Houston, TX; [comicspace.com/uccon](http://comicspace.com/uccon)
- 5-9: Conquest, Brokeloh near Hannover, Germany; [www.erdlager.de](http://www.erdlager.de) and [www.live-adventure.de](http://www.live-adventure.de). [fantasy-LARP]
- 7-9: Fandemonium, Nampa Civic Center, Nampa, ID; [fandemonium.org](http://fandemonium.org)
- 8-10: Dragonfire, Kramer Law Building, University of Capetown, Capetown, SA; [claws.za.net/dragonfire](http://claws.za.net/dragonfire)
- 13-16: Gen Con Indy, Indiana Convention Center, Indianapolis, IN.
- 14-16: Armadillocon, Doubletree Hotel North, Austin, TX; Brian Price, [amadillocon.org](http://amadillocon.org)
- 19-23: Epic Empires, Bexbach near Saarbrücken, Germany; [www.utopion.com](http://www.utopion.com) and [www.epic-empires.de](http://www.epic-empires.de). [fantasy LARP]
- 21-23: Chimera, Mota Moana Scout Camp, Auckland, NZ; [diatribe.co.nz](http://diatribe.co.nz); [LARP]
- 21-23: Heat of Battle, National WWII Museum, 945 Magazine St., New Orleans, LA; Walter Burgoyne, [support.nationalww2museum.org/wargaming](http://support.nationalww2museum.org/wargaming).
- 25-27: BlizzCon, Anaheim Convention Center, Anaheim, CA; [blizzcon.com](http://blizzcon.com)

#### September

- 4-6: PAX, Washington State Convention Center, Seattle, WA; [pennyarcadeexpo.com](http://pennyarcadeexpo.com)
- 4-7: DragonCon, Hyatt Regency, Atlanta, GA; [dragoncon.org](http://dragoncon.org)
- 17-19: Pandemonium, AGA club house, Level 2, 134 Waymouth St., Adelaide, SA; Mark Phillips, Box 10184, Gouger St., Adelaide, SA 5000.
- 18-20: Anime Weekend Atlanta, Renaissance Waverly Hotel & Cobb Galleria Centre, Atlanta, GA; [awa-con.com](http://awa-con.com)
- 18-20: Constellation, Holiday Inn Express, Huntsville, AL; [con-stellation.org](http://con-stellation.org)
- 19: Concrete Cow, The Old Bath House, 205 Stratford Rd., Wolverton, Milton Keynes; [mk-rpg.org.uk/Concrete\\_Cow](http://mk-rpg.org.uk/Concrete_Cow)
- 25-27: GameCon Memphis, Holiday Inn Memphis, 2240 Democrat Rd., Memphis, TN 38132; Neal Gibson, 7263 Calebs Ln., Cordova, TN 38018.

#### October

- 2-3: North Kansas City Game Convention, Elks Lodge No. 2376, 7010 N Cherry St., Gladstone, MO 64118; Jeff Smith, 300 NE 94th, #139, Kansas City, MO 64155.
- 2-4: Realms Con, Emerald Beach Holiday Inn, 1102 South Shoreline, Corpus Christi, TX; Robin Van Cleave, 1333 Ray Dr., Corpus Christi, TX 78411.
- 2-4: VCON, Compass Point Hotel, Surrey, BC; [vcon.ca](http://vcon.ca)
- 3-4: Dia D RPG América Latina - Célula Araraquara, Rua Castro Alves, 1315 - Sesc, Araraquara, São Paulo; Julio Cezar Parancini, Avenida João Luiz Gentil Fernandes, 62, Jardim Flamboyants, Cep: 14805-289, Araraquara, SP, Brazil.
- 10-11: Furnace, Garrison Hotel, Sheffield; [rpgfurnace.com](http://rpgfurnace.com)
- 22-24: Rising Star, Blainfield State College, Blainfield, WV; [risingstar.org](http://risingstar.org)
- 23-25: Geek.Kon, Sheriton Hotel, Madison, WI; [geekkon.net](http://geekkon.net)
- 23-25: Travellercon-USA, Hotel Brunswick, 151 North Queen St., Lancaster, PA; Keith Frye, 33 Ridge Rd., Bloomingdale, NJ 07403. [Traveller]
- 24: Gamesfest, Watford Colosseum (Watford town centre); [gamesfest.co.uk](http://gamesfest.co.uk).

#### November

- 19-22: Curious Consequences, Naish Holiday Village, Christchurch, Dorset; [consequences.org.uk](http://consequences.org.uk)
- 20-22: Philcon, Crowne Plaza, Cherry Hill, NJ; [philcon.org](http://philcon.org)
- 22-23: Dreieich Con, Bürgerhaus Dreieich Sprenndlingen, Fichtestra 50, D-63303 Dreieich/Germany; [dreieichcon.de](http://dreieichcon.de).
- 28: Dragonmeet, Kensington Town Hall, London; [dragonmeet.co.uk](http://dragonmeet.co.uk)

1-3: PointCon, Dreyfus University Center, University of Wisconsin Stevens Point, 1015 Reserve St., Stevens Point, WI; Gamers' Alliance of Stevens Point, Dreyfus University Center, University of Wisconsin Stevens Point, SIEO Box 44, Stevens Point, WI 54481.

9-10: Randomcon, Grace Inn, Phoenix, AZ; randomcon.org.

15-17: AnCon, St Rt 8 and Interstate 80, Hudson, OH; "Super" Dave Radzik, Box 670325, Northfield, OH 44067.

15-17: Another Gaming Convention, Holiday Inn Hudson, Hudson, OH.

15-17: CanGames, Rideau Curling Club, Ottawa.

15-17: Mobicon, Ashbury Hotel & Suites, Mobile, AL; mobicon.org

21-24: Jenseits der Siegel, Bexbach near Saarbrücken, Germany; www.live-adventure.de [fantasy-LARP]

21-24: Lincon, Linköpings Universitet, Linköping, Sweden; Joakim Molin, joakimmolin@hotmail.com

22-24: Conduit, Radisson Downtown, Salt Lake City, UYT conduit.SFcon.org.

22-24: Oasis, Sheraton Orlando Downtown, Orlando, FL; oasis.org.

22-25: MisCon, Ruby's Inn and Convention Center, 4825 N. Reserve St., Council Bluffs, IA; CthulhuBob Lovely, 1225 Cleveland St., Missoula, MT 59801.

22-24: Timegate, Holiday Inn Select Perimeter-Atlanta, 4386 Chanbree-Dunwoody Rd., Atlanta, GA; timegatecon.org.

22-25: Play On Con, venue undecided, Birmingham, AL; Greg Glidden, 1096 Blue Mountain Lane, Antioch, TN 37013.

23-24: ShadowCon, Northfields Community Centre, Northcroft Rd., Northfields, London; shadow-warriors.co.uk

29-31: A-Kon, Sheraton Dallas Hotel Downtown (ex-Adams Mark), Dallas, TX; Phoenix Entertainment, 3000 Custer Rd., #270-337, Plano, TX; a-kon.com.

29-31: PrairieCon, Brandon University Gym, 270 18th St., Brandon, MB; Neil Bessette, 438 11th St., Brandon, MB R7A 4K1, Canada.

29-June 1: Conscription, Hotel Grand Chancellor, Auckland Airport, Auckland, NZ; conscription.co.nz

30-31: UK Games Expo, Clarendon Suites, Hagley Rd., Birmingham; ukgamesexpo.co.uk.

#### June

5-7: Die Con, Gateway Convention Center, One Gateway Drive, Collinsville, IL 62234; Jon Bancroft

5-7: Hypericon, Days Inn Stadium, Nashville, TN; hypericon.info/

5-7: Soonercon, Biltmore Oklahoma City, Oklahoma City, OK; soonercon.info/dnn

5-7: Warfair, Holiday Inn - Chattanooga Choo Choo, 1400 Market St., Chattanooga, TN; 423-266-5000. [mainly miniatures wargaming, but not totally].

6-7: UK Games Expo, at the Clarendon Suites, Hagley Rd., Birmingham; www.ukgamesexpo.co.uk/.

5-8: Phenobition, Daramalan College, Dickson, Canberra, ACT; pheno.org.au

12-14: Duckon, Holiday Inn Select, Naperville, IL; duckon.org

12-14: SciFi Summer Con, Crown-Plaza Atlanta-Marietta, Atlanta, GA; sfscon.tripod.com

18-21: PortConMaine, The Wyndham Hotel by the Mall, (formally known as the Sheraton), Portland, ME; Jacqueline Taylor, 145 Hartland Ave., Apt 101, Pittsfield, ME 04967.

23-28: Battleground Mythodea, Bexbach near Saarbrücken, Germany; www.utopion.com and www.live-adventure.de.; [fantasy LARP]

24-28: Turniertage, Rhens near Koblenz, Germany; www.turniertage.de. [medieval LARP for families]

25-28: Origins Game Fair, Greater Columbus Convention Center, Columbus, OH; GAMA.org.

26-28: Apollocon, Doubletree Hotel Houston International Airport, Houston, TX; apollocon.org

28: Atlanta Anime Day, Crowne Plaza Atlanta Perimeter, Atlanta, GA; atlanimeday.com

#### July

2-5: WesterCon, Tempe Mission Palms, 60 East Fifth St., Tempe, AZ; Ivan Erickson, FiestaCon, c/o Leprecon, Inc., Box 26665, Tempe, AZ 85285.

3-5: Summer Stabcon, Britannia Hotel, Stockport; STABCON, 17 Davenport Park Rd., Stockport, Ches, SK2 6JU; bookings@stabcon.org.uk

3-5: TriNoc\*Con, North Raleigh Hilton, Raliegh, NC; trinoc-con.org

3-14: Festival Ludique International de Parthenay (FLIP), all over town, Parthenay France. [All types of games, sports, arts, crafts, and other recreational activities]

10-12: Ambercon UK, De Vere Harben House, Newport Pagnell, Milton Keynes; ambercon.org.uk [Amber Diceless RPG]

10-12: JAMPcon, Chattanooga Convention Center, Chattanooga, TN; jamcon.net

10-12: LibertyCon, Comfort Inn & Suites, 6710 Ringgold Rd., Chattanooga, TN; Robert "Rev. Bob" Hood, Box 695, Hixson, TN 37343.

11-12: Feencon, Stadthalle Bonn-Bad Godesberg, Koblenzerstra 80, D-53177 Bonn, Germany; www.gfrev.de.

17-19: Babelcon, Cook Hotel, Baton Rouge, LA; babelcon.org

## MEMBERSHIP UPDATE

### NEW MEMBER

Martin J. Young, 1016 Rebecca St., Carlisle, PA 17013, (717) 254-6074; baldfellow@gmail.com.

## CALENDAR

New listings this month were provided by Paul Cardwell, Ted Skirvin, and Lou Zocchi - others are urged to submit information. Venue, precise dates, contacts' URLs and phone numbers, and other information, where missing, would be particularly appreciated. "LARP" means only LARPevents as most RPG cons include at least some LARP, as likewise applies to the mention of specific game systems.

In an attempt to get more face-to-face meetings of the membership, we list who will be going to what convention, if they will tell us. For instance, Ted Skirvin will be at all the Atlanta conventions. Get this information in at least two months before the convention itself, so we can run it at least once.

### April

- 9: Encontro de RPG de Viçosa, Centro de Vivência, Universidade Federal de Viçosa.  
9-12: Norwescon, DoubleTree Hotel Seattle Airport, 18740 International Blvd., SeaTac, WA; Marcus Evenstar, Box 68547, Seattle, WA 98168.  
10-12: Goth Con, Hotel Lorensberg, Gothenburg, Sweden; gothcon.se  
10-13: Conquest, Melbourne High School, Forrest St., South Yarra, Melbourne, Vic.; conquest.asn.au  
13: Zuiderspel, TAC, vonderweg 1, Eindhoven, Netherlands; Stef Noordermeer, zuiderspel@rollthedice.nl  
13-17: GAMA Trade Show, Las Vegas, NV. [trade only]  
17-19: CODCON, College of DuPage, Turner Conference Center, 425 Fawell Blvd., Glen Ellyn, IL; James Allen, College of DuPage, 425 Fawell Blvd., Glen Ellyn, IL 60137.  
17-19: UBCon, State University of New York at Buffalo, Student Union Building, Buffalo, NY; Nicole Lewendowski, SARPA, Suite 308, Student Union, University at Buffalo, Buffalo, NY 14260.  
17-19: StarFest, Marriott DTC, Denver, CO; starland.com.  
17-19: Xanadu Las Vegas, The Plaza Hotel, 1 N. Main St., Las Vegas, NV; John Coviello, Little Shop of Magic, 4155 S. Buffalo Dr. #110, Las Vegas, NV 89147.  
18-19: Econocon, Hartman Union Building, Plymouth State University Campus, Plymouth, NH; Craig Meyer, 19 Highland Ave., Suite A30, Plymouth, NH 03264.  
18-19: Just a Game Con, Benton County Fairgrounds, 53rd St., Corvallis, OR; Matt Ashland, Matt's CCC, 2075 NW Buchanan, Corvallis OR 97330.  
19: Dragonmeet Southwest, Crofts Sports Centre, Swindon; www.dragonmeet.co.uk  
24-26: Conestoga, Radisson Tulsa, 10918 E. 41st Street, Tulsa, OK; KD Wentworth, Radisson Tulsa, 10918 E. 41st St., Tulsa, OK 74146, 918-627-5000.  
24-26: Delta H, University of Houston Central Campus University Center, 4800 Calhoun Rd., Houston, TX; Sarah Skrobarczyk, Stardust Entertainment LLC., Box 9462, Houston, TX 77261.  
24-26: Mepcon, Holiday Inn Scranton East, 200 Tighe St., Dunmore, PA; Erik Zane, Box 347, Palmerton, PA 18071; mepcon.com.  
24-26: Sferakon, Faculty of Electrical Engineering and Computing, Unska 3, Zagreb, Croatia; Marko Suveljak Vujnovic.  
25-26: METUCON, Middle East Technical University Campus Ankara, Turkey; Diren Maraba, ODTU 6. Yurt 132/3 Orta Dogu Teknik Universitesi, Ankara, Turkey.  
25-26: Spring Gaming Hoopla, Lake Como Beach Clubhouse, W3730 Clubhouse Dr., Lake Geneva, WI; Brent Cunningham, 1198 Center St., Lake Geneva, WI 53147.  
30-May 3rd: Academia Tenebra II, Burg Tannenbergr in Nentershausen near Bebra, Germany; baronie-westberg.de. [fantasy-LARP for dark characters like evil witches, black magicians, thieves, ninjas or assassins]

### May

- 1-3: Dicehead Siege, Camp Jordan Arena, 382 Camp Jordan Pkwy. Chattanooga, TN; Mel Grubb, Dicehead Games, 6231 Perimeter Dr., #127, Chattanooga, TN 37421.  
1-3: Outlantracon, Holiday Inn Atlanta Northeast, Atlanta, GA; outlantracon.org.  
1-3: Penguicon, Crown Plaza Hotel, Romulus, MI; Bill Korsak, 1209 W 12 Mile Rd., Royal Oak, MI 48093.

## NEW MATERIAL

### FROM PAUL CARDWELL

Murometz & Scrasamax (2008, December 14). 30 beers.[strolen.com/content.php?node+5497](http://strolen.com/content.php?node+5497)(online) Strolen's Citadel. Yeah, yeah, you always meet at a tavern, but what are you drinking? Here is a list of fictional choices with descriptions and history. 4 pages.

Lipsky Hannah (ed.) (2009, March 1). Introducing new characters into an existing campaign.*Roleplaying Tips #436* (online) <[www.role-playingtips.com/readissue.pho?number=436](http://www.role-playingtips.com/readissue.pho?number=436)>. Various rationalizations in games where all PCs are at relatively the same level, and plotlines for those systems with various "levels" for each skill. 4 pages

Hoagland, Erika (209, March 1). Nine ways to hide the truth and get away with it.*Roleplaying Tips #436* (online) <[www.role-playingtips.com/readissue.pho?number=436](http://www.role-playingtips.com/readissue.pho?number=436)>. How to lay red herrings even when the PC is using magic to detect lies. 3 pages.

Boily, Sebastien (2009, March 8). Running recurrent bad guys.*Roleplaying Tips #437*(online)<[www.role-playingtips.com/readissue.pho?number=437](http://www.role-playingtips.com/readissue.pho?number=437)>. The NPC the band can't defeat, but always gets away. 3 pages.

Drain, Jonathan (2009, March 8). Ten things to do before starting a new RPG campaign.*Roleplaying Tips #437*(online) <[www.role-playingtips.com/readissue.pho?number=437](http://www.role-playingtips.com/readissue.pho?number=437)>. The basic essentials of GM, players, system, characters, etc. 2 pages.

Pahl [Jinx Mahoney] (2009, March 16). Seven tips to keep the fear of death alive in any campaign.*Roleplaying Tips #438* (online) <[www.role-playingtips.com/readissue.pho?number=438](http://www.role-playingtips.com/readissue.pho?number=438)>. 2 pages.

Bourke, Mike (2009, March 22). How to handle NPC networks.*Roleplaying Tips #439*(online)<[www.role-playingtips.com/readissue.pho?number=439](http://www.role-playingtips.com/readissue.pho?number=439)>. Archetypes within the categories of Original Encounters, Rescued Prisoners, and New Contacts, plus game preparation and administration requirements. 7 pages.

Newberry, Scott (2009, March 29). Lessons learned from behind the GM screen.*Roleplaying Tips #440* (online) <[www.role-playingtips.com/readissue.pho?number=440](http://www.role-playingtips.com/readissue.pho?number=440)>. Campaign newsletters, plotlines, note-keeping, and improvisation. 2 pages.

Scrasamax (2009, March 29). How to write fictional military hardware.*Roleplaying Tips #440* (online) <[www.role-playingtips.com/readissue.pho?number=440](http://www.role-playingtips.com/readissue.pho?number=440)>. Designing fictional weapons: future, steampunk, and space.

### FROM JOHN BOARDMAN

material on video games.

## NEW FROM THE PUBLISHERS

Announced for April 2009 release

(if you know of any others, please let the editor know.)

### Dungeons & Dragons

Arcane Power, supplement; \$29.95.

E1: Death's Reach; scenarios; \$24.95.

Heroes; Booster Pack; accessory; \$10.99.

### Mongoose

Babylon 5: Powers & Principalities; supplement; \$19.95.

Babylon 5: Trouble with Drazi; supplement; \$19.95.

Babylon 5: Warships of Babylon 5; supplement; \$9.95.

Corporation: Eastern Bank; supplement; \$24.95.

Cthulhu: Shadows of Cthulhu; campaign; \$24.95.

Flaming Cobra: Elven Crystals; scenarios; \$24.95.

Traveller: Fighting Ships; supplement; \$24.95.

Traveller: Psion; supplement; \$24.95.

### Palladium

Dead Reign Sourcebook; supplement; \$12.95.

Nightbane Survival Guide; supplement; \$20.95.

Rifts: Shemarian Nation; setting; \$16.95.

mostly neutral, a couple resentful. And importantly, a couple that the party had to continue to work with - on an ongoing basis - providing a human face to the bad things they did - a lot of work to drive home an important moral point, and to maintain the fabric of the game/campaign.

## CONVENTION REPORT: MomoCon 2009 by Ted Skirvin

MomoCon is held in the Student Center at the Georgia Institute of Technology every March. There is no charge for admission but there is a "buy-in" fee for gaming tournaments.

I had not been to this con for a few years, so I decided to go and have a look. It has grown tremendously. Some people had to wait an hour and a half in the registration line. On Saturday afternoon there were about 700 people. MomoCon has certainly outgrown its venue. It was much too crowded for comfort.

Anime is the focus of the con. There were lots of kids in anime-based costumes, but there was also console gaming and card and board gaming. There was a wide selection of panel discussions including non-anime panels. I went to a "getting published" panel. I did not stay long enough to see the two RPG panels.

For tabletop gaming, they had one small room set aside for card games and one for board games. Both rooms were used for card games with no board games in sight. I saw some people playing the Mouse Guard RPG in a small lounge area but that was obviously not set up by the con. There was lots of console gaming and the tournaments were only for console games.

Concerning demographics, I found the con to be quite interesting. The mix of female to male was roughly 50/50. I had never seen any con with that high of female percentage. The ethnic mix was about 50% white, 40% black, 5% Latino and 5% Asian. Keep in mind that's only my best estimate, but it comes to a remarkable number of nonwhites. I'd say it was roughly 50% high school age people, 45% college age, and 5% the 24+ group.

I was there only about five hours, but since it was free, I guess it was worth my time. If they go to a new venue and start charging for membership, I won't go back.

## YAOOGROUPS.COM/CAR-PGa

I was ready, with the notice already in the computer, to have an appeal for someone to simply start a new one, when John Poole, a frequent poster on this defunct site, offered to do just that. Elaine, who has major health problems, is not only agreeable to this, but offered to transfer the old list's archives to the new one.

We need to decide how to avoid the single moderator with no power to appoint a successor (the problem now): whether to have no moderator and risk all sorts of spam getting in the works, or two or three moderators (and if so, who). Also any other ideas for an overall improvement. Your suggestions are needed now.

## FINANCES March 2009

### GENERAL

On Hand: 1 March 2009: \$307.62  
Income: \$16.42 contribution  
Outgo: 0  
Balance: 31 March 2008: \$324.05

### NEWSLETTER

On hand: 1 March 2009: \$44.44  
Income: \$5.00 subscription  
Outgo: \$42.00 postage  
Balance: 31 March 2009: \$7.44

The draining of the Newsletter fund was for "forever" stamps, since postage will be going up in May. Considering that few are getting the Newsletter by snail mail, this should hold us a few years.

# CAR-PG<sub>a</sub> NEWSLETTER

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An international network of researchers into all aspects of role-playing games

April 2009

## GM WITH CHILDREN

by Daniel Drothman

(Several years ago, we discussed the minimum age for RPG and concluded that generally it was 12, although precocious eight-year-olds might play a simplified version. In the more than a decade since, we have seen the appearance of kids-rpg discussion list, games developed specifically for younger children, and a fair base of information from those who have done these games, including CAR-PG<sub>a</sub> member, Bill Walton. This is from kids-rpg, with thanks for permission from the author. [ed.]

I have four stand-out differences - particularly talking about littler kids (pre-teens):

- 1) Zero nuance - Kids have no desire or appreciation for nuance or subtlety. If you thought you had to hit your adult players over the head with clues, you'll find kids infinitely slower on the uptake. The converse of this is that the kids have little or no resistance to 'railroading' - in fact, if you don't provide a very, very clear and direct course for them to follow, you won't go much of anywhere. That's not to say that they shouldn't be presented with choices - just be sure they're labeled with a big 'this is a choice to make' sign....
- 2) Moral ambiguity - kids don't get it, don't want it, and won't appreciate it. Good guys, bad guys - slay the monster/rescue the princess. To keep their faith and interest, the princess better be nice, beautiful, and willing to be the girlfriend of someone who saved her. Realizing this, you might want to keep a likely NPC handy to marry the princess of to...
- 3) Lack of self-consciousness - I had one kid show out as an abject coward, required significant coaching before she'd let her character into harms' way. My son showed out as a bloodthirsty serial killer again requiring significant coaching (and some in-game consequences.\*) to get some self-control. With both of these extremes, the kids were fully earnest, and had no perception that it might be taken poorly by their fellow players or GM. As a GM, it was important to show the whole group that the GM can provide cautions, but ultimately adjudicates the players' actions and roll with the punches. Conversely, it was important to all the players to show that the game contains in-game consequences, and the important separation between in-game and out-of-game experience.
- 4) Total lack of tactical intuition - someone earlier said to keep mechanics to a minimum - another corollary is that you can *not* count on the kids doing a tactically sound thing, or a tactically stupid thing. You've got to keep on your toes, and be prepared for a *much* broader range of contingencies than usual. Just as a quick example, I got surprised when one of the kids' party leaped out of a fish-in-the-barrel safe position into a tactically untenable dog-pile of bad guys. I was so busy trying to keep him from dying, that I lost track of some other stuff. When my daughter's character leaped down to help the guy out, a dramatic critical hit from one of the bad guys came up. Normally quite survivable, I had lost track of my daughter's character's wounds, and instead of 'quite survivable', it killed her outright. Part of the reason I lost track and let the crit fly was because it never would've occurred to me to have a character leap into a nasty dog-pile to save their companion at something less than half that characters hit points, or at the least not without making a dramatic, self-sacrificing speechification before the leap... <sigh>

best of luck!

Daniel

\* one of the benefits of a fantasy setting is that there's a fair capacity for 'make it didn't happen'. When my son's character slaughtered some of the city guard, he (and his party) were jailed (in their underwear! How humilicratin!), and tried. Part of their sentence was providing appropriate payment to have the city guard resurrected (which came lagely from my son's magic items - including one of his favorites). As a GM, I also had the resurrected city guard have a variety of reactions -