

Revised Game Schedule for AnimeStl 2009:

FAST GAMES:

FAST is a universal RPG that emphasizes role-playing with simple mechanics and (what else?) FAST combat. Characters will be provided. Bring your d6's and your imagination. For information about FAST, including the QuickPlay rules, visit our website <http://www.fastrpg.net>.

Game System: FAST RPG

Title: "Ghost in the Shell: Checkmate!"

Description:

The cybernetic agents of Section 9 are sent to find a missing American scientist, but all the clues indicate something bigger at stake. Who is the mysterious Chess King and can Section 9 beat this criminal mastermind at his own game? This cyberpunk scenario was inspired by Masamune Shirow's manga/anime series.

GM: Larry Babb

Number of Players: 6

Preferred Slot #: 1 Fri Afternoon

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Game System: FAST RPG

Title: "Hellsing: Masquerade at Stonebriar Manor"

Description:

A supernatural entity has come to the attention of Hellsing, Iscariot, and Millennium. This mysterious individual is rumored to be attending a masquerade ball hosted by Lord Nathaniel Barkley at Stonebriar Manor. Agents from each organization must infiltrate the ball to either recruit or kill the target. This supernatural scenario was inspired by Kouta Hirano's manga series.

GM: Woody Babb

Number of Players: 6

Preferred Slot #: 2 Fri Evening, 6 Sun Morning

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Game System: FAST RPG

Title: "Buso Renkin: Search for the Philosopher's Stone"

Description:

The reclusive sorceress Leiko Yamada is rumored to possess a much-coveted Philosopher's Stone. There's just one small problem: she disappeared nearly a year ago. It's up to a band of Alchemy Warriors, armed with Buso Renkin, to track down the sorceress and acquire this powerful artifact. This fantasy scenario was inspired by Nobuhiro Watsuki's manga/anime series.

GM: Woody Babb  
Number of Players: 6  
Preferred Slot #: 3 Sat Morning

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Game System: FAST LARP  
Title: "The Kingmaker Gambit"  
Description:

The Crown Prince has drowned under suspicious circumstances and the Dowager Queen calls on the aristocracy to select the next sovereign. While a council of Noble Houses convenes to broker deals, the various factions of Guilds, Faith, and Defense are on hand to leverage their influence. In this fantasy kingdom, players must make alliances to sway the decision, hoping to secure stronger positions or stave off would-be successors. The throne is up for grabs - - who will be strong enough to take it?

This event is a live action version of the FAST RPG. Characters will be provided. Medieval or Renaissance costuming is encouraged, but not required. For information about FAST and this LARP scenario and cast list, visit our website <http://www.fastrpg.net>.

GMs: Larry and Woody Babb  
Number of Players: 32  
Preferred Slot #: 4 Sat Afternoon

Special Notes and/or Table Requirements: We will need a room large enough to accommodate up to 32 players, with space for pairs or small groups to conspire with some degree of privacy. If possible, some small tables, chairs, and an electrical outlet for a small sound system would be nice.

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Title: Fullmetal Alchemist: The Blood Beast of Evendale  
Description:

Reports have reached Central City of a fantastic creature terrorizing a remote village. The State Military dispatches a team of agents and alchemists to investigate and neutralize the threat. This fantasy scenario was inspired by Hiromu Arakawa's manga/anime series.

GM: Larry Babb  
Number of Players: 6  
Preferred Slot #: 5 Sat Evening

## RPGA GAMES:

The Role Playing Gamers Association is the largest gaming association in the world with over 10,000 gamers worldwide. The primary gaming world is the “Living Forgotten Realms” based on Dungeons & Dragons 4.0, but there are a wide variety of games played by the RPGA.

Game System: RPGA

Title: “Exalted: Chosen of the Sun”

Description:

Step into the Second Age of Man and discover the high-action fantasy of Exalted. This introductory scenario puts you in the roles of Solar Exalted, the returned heroes of a once-great age. Wield your powerful charms and return righteousness to creation!

GM: Ray Davis

Number of Players: 6

Preferred Slot #: 2 Fri Evening, 4 Sat Afternoon

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Game System: RPGA

Title: “Conan: Let the Bodies Hit the Floor”

Description:

Violence is a way of life in the Hyborian age. Some times its kill or be killed and remember to always beware of Hyrkanians bearing gifts.

GM: Ray Davis

Number of Players: 6

Preferred Slot #: 5 Sat Evening

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## HACKTASTIC GAMES:

Get ready to HACK your way to glory and prepare for the adventure of a lifetime... Strap on your weapons, don your armor and stride into a perilous world of epic adventure. In your hands you hold your key to the gateway of legend. There are those among us that rise above the masses. Songs are sung. Tales are told. Are you brave enough to become a hero? By opening this book you'll prove just that. Within these pages you'll find all the tools you need to boldly march forth and take your place amongst the chosen few. Welcome to Hacktastic D/20 Fantasy, a game not for the faint of heart. So gather a band of friends and take your first step into a lifetime of adventure limited only by your imagination.

FRIDAY  
SLOT 1

1. CRYPT OF THE CRIMSON SKULL-INTRO

A simple task, recover the skull of a long dead warlock from his ancient crypt. Are you Hero enough to survive The Crypt of The Crimson Skull?

2. FIST FULL OF GNOMES-APPRENTICE

You'll need nine lives to get the better on a gang of nasty Gutter Gnomes. Can you survive a Fist Full of Gnomes?

3. UNHOLY GRAIL - INTRO

The cup run-ith over! Do you have what it takes to stanch the flow of the Unholy Grail.

4. END OF A SEASON-VETERN

The Adventurers are bitten by more than winter's chill in a small mountain hamlet. Do you have what it takes to make it to The End of Season.

5. THREE TOED MONKEYSTYLE LOST-MASTER

The sacred scrolls have been stolen and you the only ones who can recover them. Are you enlightened enough to face the Pagoda of Pain?

SLOT 2

1. SHRINE OF THE SINGING SWORD-INTRO

A fabled Singing Sword awaits one brave enough to claim it. Are you Hero enough to do it?

2. CADVER IN SHEEPS CLOTHING-APPRENTICE

One night in a sleepy shepherds town turns into more than counting sheep. Are you Hero enough to shear your way to glory?

3. VALLEY OF DEATH-APPRENTICE

An isolated kingdom in a valley is under siege by an invading army of Orcs and Goblins, The kingdom is crying out for a hero. Will you take up the call of the hero in the Apprentice mod.

4. EYES IN THE DARK PART 1 (2 SLOTTED) - MASTER

Who is behind the attacks on the trade route. What secret lies at the heart of this evil. What are the Eyes in the Dark, and are they looking at you.....

5. OUT OF THE PAN-VETERN

When the PCs come to the aid of a village in the grip of a powerful cult they get a bit more than they bargained for. Can you stand the heat?

## SATURDAY

### SLOT 3

#### 1. RUINED STONE-INTRO

The PCs are in for the Shock of their lives as to what they uncover when they find the Ruined Stone.

#### 2. GIVE'EM THE HIGH HORNED ONE-VETERN

You will need all your Skills and Talents to survive the Maze of the High Horned One.

#### 3. THE CLEANSING FORGE - JOURNEYMAN

A dwarfs brother needs the adventures help to complete a long forgotten ritual. Will the adventurers be able to escape the fires of the cleansing forge.

#### 4. HORN OF HEROES-JOURNEYMAN

The mountains call to you and adventure awaits. Do you have what it takes to find the Horn of Heroes.

#### 5. EYES IN THE DARK PART 2 (2 SLOTTED) - MASTER

Who is behind the attacks on the trade route. What secret lies at the heart of this evil. What are the Eyes in the Dark, and are they looking at you....

### SLOT 4

#### INTERACTIVE: CARNIVAL

All level characters compete in a carnival setting for bragging rights and some experience. Oh yeah the blue coin and magic's nice also..... Come one, come all...

### SLOT 5

#### MASS HACK: CHILL FACTOR

Survive the cold, meet an old friend and remember "Freedom" is never free....

SUNDAY

SLOT 6

1. BRENAGINS BOWL-INTRO

The magic healing bowl has been stolen from the people of Pigeon's Ford. Can you bring back Brenagan's Bowl?

2. FOREST OF FORGETFULNESS-JOURNEYMAN

The path of adventure takes a deadly turn through a very strange woodland. Is your mind strong enough to escape the Forest of Forgetfulness ?

3. TO HUNT A UNICORN-JOURNEYMAN

The PC must hunt down and stop a Unicorn that has been attacking any creature it encounters. Are your skills up To Hunt A Unicorn?

4. ICEBOUND HOPE-JOURNEYMAN

Brave the frigid waters in search of a fathers Icebound Hope.

5. STONE COLD KISS - JOURNEYMAN

Will the adventures prevail where an army could not. Are they ready for a stone cold kiss?