

## The Fine Print

**Phenomenon** is organised on a shoe string budget by phenomenon Labs Inc., a non-profit community organisation, in conjunction with ANURPS (ANU Role-Playing Society). All time, effort, blood, sweat and tears are donated voluntarily - except the tears that come after you jam your finger in the door, those are involuntary.

**The Guilty Party** for Phenomenon 2002 are Tracey Peart, Helen Brinsmead, Liz Waldock, Tom Greenslade, Ryan d'Argeavel, and the ANURPS crew. In Loving Memory of Karl Lommerse - no wait, he's back with us, and has volunteered to help us out again.

**Booklet** haphazardly constructed by Ryan d'Argeavel,  
**Website** thankfully constructed by James Dempsey, and thanks to Vurt for hosting us once again.

**Special Thanks** to ANURPS, Vurt, The ANU Faculty of Infrastructure Services (No really, they're the ones that let us use the buildings), all the Designers and Game Masters, Aine for arriving before the Convention, and all the people who said we should keep running Phenomenon.

**Morph 2002 artwork** by Tracey Peart.

ANURPS will be having a BBQ on Sunday 11th at Lunch - they tell us it will be cheap! And we assume they mean the prices, not the sausages. All welcome.

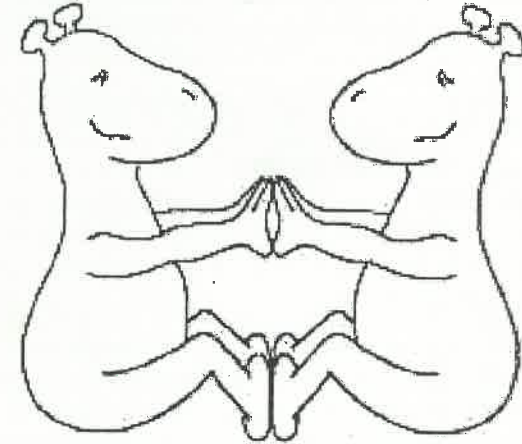
**Registration** will be from 6 pm Friday, 9th of July in the Manning Clarke Centre, ANU. The first session is Friday night.

**Enquiries: Ryan 6258 1092 (6pm - 10pm)**  
**or e-mail [psen@apex.net.au](mailto:psen@apex.net.au)**

All complaints should be directed to Mr. Fluffy Bunny c/o the Easter Egg Complaints Department.

ANURPS and Phenomenon Labs present:

# PHENOMENON 2002



## MIRRORING THE FUN

A Role-Playing Convention

August 9th to 11th, 2002

Manning Clarke Centre,  
Australian National University,  
Canberra

Visit our website for the latest information:

<http://phenomenon.vurt.net/2002/>

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| No weapons, real or imitation.                               |    |
| No intoxicants, legal or otherwise.                          |    |
| Clean up after yourself.                                     |    |
| No smoking inside ANU buildings.                             |    |
| Observe all posted parking restrictions - they are enforced. |    |
| Have fun. (No really! We mean it!)                           |    |

## Welcome to Phenomenon 2002

Now that you've picked up one of our fabulous "Phenomenon 2002 Entry Booklets" the task of enticing you to attend this Role-Playing Convention should be quite simple given the quality of the games and designers we have assembled. This is the Ninth Phenomenon, and hopefully all that painful experience will be evidenced in the quality of this Con. Since its inception the most common and consistent comment we as Organisers have received is that Phenomenon is 'the Friendly Con', and we intend to keep getting those comments.

In case you have not been to Phenomenon before bear with us as we present some of our history. Phenomenon grew out of a need for a second Convention in Canberra about mid-year to supplement CANCON. For most Canberra role-players it is often impractical and expensive to attend the many interstate Conventions. It was also considered that CANCON does not cater to systemless, experimental, emotional and dramatic styles of gaming (the so-called Cathartic games) but that Canberra needed a forum for this style. Thus was Phenomenon conceived. Phenomenon was initially funded with money seeded from Necronomicon, which many of us still consider to be our (big) sister Con.

This year we continue our strong affiliation with ANURPS (The Australian National University Role-Playing Society) and will again be running at the Australian National University in Canberra.

As mentioned earlier, Phenomenon was conceived as a forum for the mature, experimental, and emotional styles of gaming that Australia is so very good at. We have always catered to the myriad types of players and gaming, but to emphasise our avant garde nature we have our special Triptych Award, and to promote and encourage new designers we have our New Designer Award.

Whatever you want in Australian role-playing, there is a Con for you! We hope that Con is Phenomenon.

### Have you been to a Role-Playing Convention before?

Role-Playing Conventions give us an opportunity to meet others who share our interest in gaming and a chance to try different styles of games. If you have any questions about Phenomenon, role-playing conventions, or role-playing and gaming in general please contact us on 6258 1092 or e-mail [psen@apex.net.au](mailto:psen@apex.net.au)

# Triptych

*Triptych (trip-tick) n. picture or carving on three panels able to fold over centre; set of three associated works so placed esp. as a centre piece; set of three writing tablets hinged or tied together; a set of three artistic works; such used as an altar piece;*

*a treatise in three parts*

## Phenomenon is proud to present the NINTH ANNUAL Triptych

Each year three respected designers are invited to present a systemless single session module. Each scenario emphasises characterisation, psychological realism and drama. Each module will be judged separately, but teams competing in all three modules will also be eligible for the Triptych Perpetual Trophy.

*By the prickling of my thumb...*

Project Hydra: Virus research

*Something Wicked...*

A distant outpost is attacked.

*This way comes...*

A Holy Quest.

An interweaving plot passing across generations in a series of 3 interlinked adventures, playable in any order.

Adventures are for 5 players and may contain sexual references, adult themes, violence and drug use.

By Ben Hunter, Robert Barbetti and Mark Bruckard.



"Faghann iarraidh iarradh eile"

"The Seeking for one thing will find another"

# Seek

It's Lammas, Lughnasadh, Summer's End. As the days grow shorter and the nights longer bread is baked and beer is drunk in honour of the first reapings of the grain harvest. It is a time of celebration and preparation, for the winter is soon to come.

Power • Death • Star-Crossed Lovers

A Dark Ages Celtic FreeForm for 18 players by David and Xole.  
For character / setting / costuming information  
email : marsden\_mirrordark@yahoo.com.au

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## Muppet Movie - the after party

by Ian Whitchurch and Lauren Roche

The movie's in the can and now it's a wrap.  
Join Kermit, Miss piggy and the gang for the infamous  
afterparty.

A freeform for 15 people. Contact Ian on 6241 9793 or e-mail  
Lauren on simlauren@hotmail.com to book characters etc.

## The Unknown World

*Today is tomorrow, and present and past,  
Nothing exists and everything will last.  
There is no beginning, there was no end,  
No depth to fall, no height to ascend.  
There is only this moment, this flicker of light,  
That illuminates nothing, but oh! So bright!  
For we are the spark that flutters in space,  
Consuming an eternity of a moment's grace.  
For today is tomorrow, and present and past  
Nothing exists, and everything will last.*

You were sent to the exclusive Island private Hospital of Kalani to work out your problems. Now something strange is happening, and it's not just the other 'guests'. People are disappearing and there has been no contact with the outside world for days.

Join the assembled guests to discover what is going on.

A systemless freeform for up to 20 people by Ali Lawrie  
Contact: alicraig@austarmetro.com.au



The *Adventurers Club* presents:-

## The Tomb of Solomon

Have the Twins located the long lost Tomb of Solomon?  
Will they and their party beat the opposition to get there?  
Will Randall ever allow Victoria to shoot Pierre?

A single session module for 4-6 players using the traditional Cthulhu system.

Contact: GM Paul May 6254 4095 ah or kax@orac.net.au

## LivingQuest!™

Have you ever considered quitting your day job to take up adventuring? Do you wish you had more XP? Have you ever wanted to be Famous?

In this increasingly civilised age, LivingQuest!™ are proud to announce the establishment of a LivingQuest!™ DungeonPark™ in your area. Please send a SASE to LivingQuest!™ for a copy of our chaos packed summer adventuring program. Our experienced guides GUARANTEE that all LivingQuest!™ adventurers will kill a monster equal to or above their level and receive experience points recognised by most affiliated adventurer's guilds.

All tours are conducted by fully qualified dungeon guides and all accomodation and meals are included in the tour price.

*"LivingQuest got me the XP I needed to join a real Adventurer's guild, I now hunt orcs professionally..."*

-- R.D. Fighter

*"The tutorial dungeons were exactly what I needed for my magic"*

-- L.E. Mage

*"When it looked like Harry was going to be eaten, the guide stepped in and maimed the gnoll just enough for me to kill it!"*

-- G. A. Assassin

A d02 adventure for 5 valued customers by Antti and Karl.



The *Adventurers Club* presents:-

## The Elopement

Lady Whitman's grandniece Julia has eloped!  
With entirely the wrong sort of man!!  
Can Lady Whitman and her friends catch up with Julia and convince her of the error of her ways before it goes too far?

A single session module for 5 elderly adventurers using the Falkenstein system. Contact details: GM:James Walker; phone:6247 0951ah; email:jdwalker@cybermac.com.au

# Phenomenon 2002 Entry Form

Name: \_\_\_\_\_

Address: \_\_\_\_\_

State: \_\_\_\_\_

E-mail: \_\_\_\_\_

Phone - Day: \_\_\_\_\_

Night: \_\_\_\_\_

Team Name: \_\_\_\_\_

Alias (for your badge) \_\_\_\_\_

- Nothing offensive!

Post Code: \_\_\_\_\_

I here-by apply for registration in Phenomenon 2002 and enclose the fees for the event(s) I wish to enter. I agree to abide by the rules of the convention. I further agree that I have no claim against Phenomenon 2002, the organisers, or any volunteer helper(s) for any loss or damage to myself or my property.

Signature: \_\_\_\_\_

(Parent or guardian if under 18)

You get shot at for a living. Well, it's not much of a living - the hours suck, the pay is lousy, and you have to kill people just because their job is stopping you from doing yours.

And there's no retirement plan either.

A Million bucks would let you break out of the rut - lie on a beach, relax, and never hear another gunshot for as long as you live. Johnson-sama has the cash waiting for you in a briefcase - all you have to do is get the package he wants.

It's really just a matter of

## RISK vs REWARD

A Single Session Shadowrun(ish) Game for four players, written by Euan Lindsay

Rules Knowledge 2

Characterisation 4

Seriousness 2 or 4

Adult Content M

Previously run at Conquest 2000

The Price of Innocence

In Mort City, the tarnished crown of SLA Industries, everything is for sale.

Loyalty. Love. Ambition.

A murdered SLA Industries executive. A stolen weapon. A missing child.

Who sold them? Who bought them? And what was the price?

A 1-session job for 5 loyal and ambitious SLA Operatives (love is optional) by Andrew Smith.

Setting/system knowledge: low

Characterisation: medium

Action/violence: high

Horror: medium

Humour: low

Please indicate the games you wish to play by ticking the box. All games are one session unless otherwise stated on this form.

| Game   | System                  | Team Size     | <input checked="" type="checkbox"/> |
|--|-------------------------|---------------|-------------------------------------|
| <b>Team Games</b>  |                         |               |                                     |
| Project hydra (By the pricking of my thumb)                                    | Systemless (Triptych)   | 5             | <input type="checkbox"/>            |
| Something wicked   | Systemless (Triptych)   | 5             | <input type="checkbox"/>            |
| This way comes   | Systemless (Triptych)   | 5             | <input type="checkbox"/>            |
| The Tomb of Solomon  | Call of Cthulhu         | 4-6           | <input type="checkbox"/>            |
| Living Quest™  | Systemless              | 5             | <input type="checkbox"/>            |
| The Elopement  | Castle Falkenstein      | 5             | <input type="checkbox"/>            |
| Risk vs Reward   | Shadowrun(ish)          | 4             | <input type="checkbox"/>            |
| The Price of Innocence   | SLA Industries          | 5             | <input type="checkbox"/>            |
| Guerillas in the Midst   | Traveller               | 5-6           | <input type="checkbox"/>            |
| First Light  | Systemless              | 5             | <input type="checkbox"/>            |
| Star Wars: Black Ops   | Systemless              | 5             | <input type="checkbox"/>            |
| The Heirs of Slytherin   | Systemless              | 5             | <input type="checkbox"/>            |
| <b>Individual Entry</b>  |                         |               |                                     |
| Seek   | Freeform                | 1             | <input type="checkbox"/>            |
| Muppet Movie – the after party   | Freeform                | 1             | <input type="checkbox"/>            |
| The <del>Unknown</del> World   | Freeform                | 1             | <input type="checkbox"/>            |
| Baron Munchausen   | Special                 | 1             | <input type="checkbox"/>            |
| Living Greyhawk: Adventures in Perrenland *                                    | D&D 3 <sup>rd</sup> Ed. | 1**           | *                                   |
| Keeping One's Head (Living Greyhawk Interactive)                               | Multiform 2 sessions    | 1             | <input type="checkbox"/>            |
| Maximum number of sessions is 7<br>Total = Number of sessions x \$6 (Max \$35) | <b>Subtotal:</b>        | <b>\$</b>     |                                     |
| <b>Extras:</b>   |                         |               |                                     |
| Banquet: \$15 each   | No of tickets:          | <b>Total:</b> | <b>\$</b>                           |
| Late fee (if postmarked after August 2nd)                                      | \$5                     |               |                                     |
|  | <b>TOTAL:</b>           | <b>\$</b>     |                                     |

\* You can play up to five sessions of Living Greyhawk Adventures – please read the blurb for more information, but indicate in the box how many sessions you want to play.

\*\* Team sizes can vary but most will run from 3 to 6 players.

Make all cheques payable to "Penomenon Labs Inc."

Mail the completed form and payment to:  
P.O. Box 308, Belconnen, ACT 2616

# Guerillas in the Midst

A Games Asylum presentation!  
A single-session Traveller scenario by Mike(y)

**Gaage** (A-212533-C/Core-0806)

Inhabitable Systems: Gaage III - a tiny, near airless planet  
Government Style: Type 3 - Corporation owned (Gaage Trading and Affiliates)  
GNP: 100,000 MCr (Trading and shipping hub between the Spinward Sectors and Coreward Sectors)  
Notes: There is a strong separation between the labourer class and the ruling corporate class. There are some social tensions due to this large division of wealth but nothing worthy of our concern

*- Excerpt from the 1102 "IIS Survey of Core Sector"*

**Gaage** - v.i. coll. *gah-gay* - to gather wealth with no regard for other people or morals.

*- Entry from "Language as spoken in the Imperium Today"*

**Gaage** - a planet in chaos tonight in the aftermath of an explosion which killed the planetary governor and some of his staff... ..preliminary reports from investigators on the scene suggest the explosion happened "under suspicious circumstances". ...Due to the severity of the situation, the Imperial Navy has dispatched special teams from its Naval Investigation Corps...  
...there have been unconfirmed reports of rioting on the surface, which have been denied by the Office of the Governor on Gaage, although communications to the surface have been blocked so we cannot confirm...

*- Taken from "CSN Nightly Bulletin", last night*

Players: 5, with an optional 6th  
Characterisation: 4-5  
Seriousness: 3-4  
Adult Content: MA (Some violence and adult themes)  
Rules Knowledge: 0 (although Traveller background knowledge will enrich the experience)  
Video Rental Scale: "I don't usually like this genre, but it has a great cast..."

Previously run at Conquest 2000

Do you require wheelchair or Disabled access? \_\_\_\_\_

Where did you get your Entry form? \_\_\_\_\_

Please mark in any times you are unavailable to play on the grid below. To help us schedule you mark in any times you wish to play particular events. We will do our best to accommodate your wishes, but we make no guarantees.

| Session Time      | Friday 9th        | Saturday 10th | Sunday 11th |
|-------------------|-------------------|---------------|-------------|
| 9 am - 12 pm      |                   | 2             | 5           |
| 1 pm - 4 pm       |                   | 3             | 6           |
| 4:30 pm - 7:30 pm | Rego from 6 pm    | 4             | 7           |
| Later             | 1 (7 pm to 10 pm) | Banquet       | The Prizing |

PTO

## Star Wars: Black Ops

By Lachlan Murray and David Hollingworth

It is a time of fledgling peace in the galaxy. Six months after the destruction of the second Death Star the New Republic, growing stronger by the day, is making the first tentative moves toward galactic peace with an Empire no longer under the sway of the evil Emperor Palpatine.

But until the day comes that peace is signed into being, war goes on. For the soldiers on the front lines, such a time seems a long way off; in the frontier regions of the Outer Rim, peace is an almost alien concept.

The Alliance Military has uncovered a new and insidious threat to the New Republic. A fortunate analysis of shipping manifests has revealed a hitherto unknown and remote Imperial Biological Research Facility and the decoded communication intercepts indicate that the Prometheus project is nearing completion - a team is assembled, a mission organised. Gather intelligence, destroy the research, and bring the team back alive.

No one but fanatics and heroes want to die on the eve of Galactic Peace.

SW:BO is a single session game for five specialists in their field, men and women on the cutting edge of warfare in the fight against Evil.



### The Heirs of Slytherin

By Mike Walker

*"There is no good and evil, there is only power and those too weak to seek it..."*

*from Harry Potter and the Philosopher's Stone*

Within the Hogwarts School of Witchcraft and Wizardry, House Slytherin lays claim to the students of the greatest vision and personal ambition. Salazar Slytherin, the founder of the house, left a secret legacy for those most able to prove themselves worthy of his gifts...

*A one session multiform for five first-year Slytherin students*

*Set during Harry Potter and the Chamber of Secrets*

*Knowledge of the books useful but not essential*

**A Pegasus Unlimited Production**



### ECCLESIASTES Chapter Three

**"First Light"** adapted by **Andrew D. Carter.**

Eons ago New Quellburn was destroyed. It was said 'Death' himself came on the very day now known as 'Pesach'. Now Life is celebrated instead, for 'Death' has not returned. Celebrated, at least, during the day. The night was for quiet contemplation ... and fear. This year the night was particularly dark due to planetary alignments. Old prophecies told that 'Death' would return, suffering defeat, on a night such as this. Not all believed the old prophecies, but everyone believed in death. Lord Bishop Carlmund II called for a quiet night of sombre contemplation, trusting in "the One". Not all shared his faith, or his optimism.

More than just old prophecies and frightened citizens would confront us in the dark streets of New Quellburn. While the majority of the populace spent the night terror-ridden behind locked doors, a small minority wandered the city undaunted by the fear. A minority driven by a hate-filled and revengeful heart. The Year is 4985, The end of "THE ERA of CITY-STATES".

An extract from "The travels of Andonson the Wise, follower of the One" as held in the Great Library of Quellburn, under divine protection of Lord Bishop Carlmund II, Primate of Quelland.



Another "ISAIAH 61" Game.

**THERE IS NO NEED TO HAVE PLAYED THE PREVIOUS TO ENTER!**

A One session **LIVING d20** Adventure set on **QUELLAND in GAEA** for **5-6 puzzle solving** players who don't mind a good **fight**. Good communication skills can be helpful although a sword or bow does get the message across nicely at times. **No rules knowledge required.**

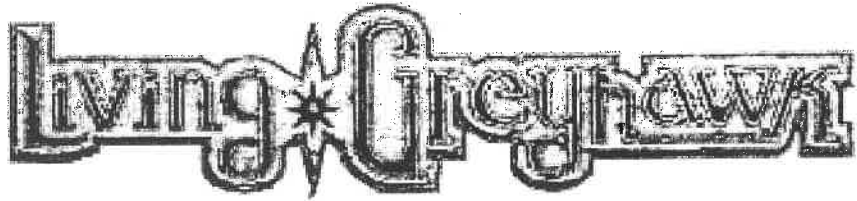
**Role-playing:** Heaps

**Multi Forming:** It will be there.

**Puzzle/Plot solving:** Plenty of opportunity. **Combat:** How else can you kill the bad guys dummy! Poetry at ten paces?

Interested? Ring Andonson, ... err I mean Andrew "Arch Loremaster" Carter, on (02) 96259613 before 9.00 p.m.





Due to the popularity of the Living Greyhawk world setting this year we are offering plenty of modules, and even an 'Interactive'.

For those who don't know, Living Greyhawk is a 3<sup>rd</sup> edition D&D campaign that is run on a world-wide basis. Generate yourself a starting character, and join in a number of adventures that will be available to players all over Australia. Characters played by Australians originate from the country Perrenland. Knowledge is not essential, but it is a nice aid. Information on Perrenland can be found at: <http://lythia.com/perrenland/>

To play in the Living Greyhawk games, and/or the Interactive, characters **must** already be created using the Living Greyhawk rules. Character generation rules can be found at:  
<http://living-greyhawk.com/knowledge/cache/37.html>

For help or more information contact Thomas Greenslade at [yasuhei\\_inakawa@yahoo.com](mailto:yasuhei_inakawa@yahoo.com)

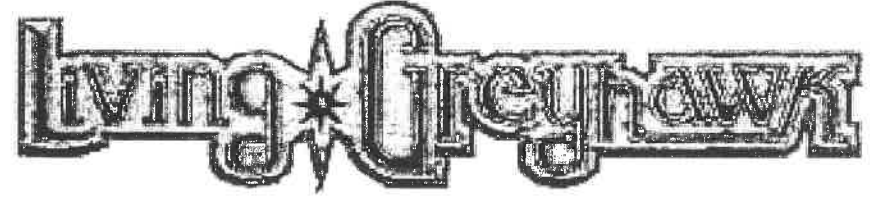
## Adventures in Perrenland CY592

Play any of a number of the Living Greyhawk regional scenarios being released this year. Additional scenarios may be available for those who missed out earlier in the year.

Follow in the footsteps of an old hero in **History Repeating**  
Investigate rumours of civil war in **Pfaltzgraf's Fury**  
Search for a missing part of a legendary key in **The Wyvern's Claw**  
Do your best to find a missing mage in **Mordenkainen's House of Chocolate**  
Try your hand at a spot of cartography in **Into the Hills\***

\*This module may take more than one session to run

These games are not available in sessions 5 and 6 (first two sessions of Sunday morning).



## History Repeating

At the foot of Mt Sentvoor lies the idyllic village of Tielemannschlauss but behind the scenes something stirs, something that has lain unseen for centuries. When the past haunts the present and the dead plot against the living, who will win the fight for the future?

## Pfaltzgraf's Fury

Tensions in Perrenland are boiling to the surface. The Southern Clans are mustering their troops as loyalty to Clan is tested against loyalty to Canton the Voormann and a united Perrenland. You have been dispatched by the Voormann to investigate rumors of brewing civil war in the eastern Canton of Clatspurgen, specifically in the Kershane pass. It seems your fates are becoming ever more entwined with the destiny of Perrenland as a unified nation. An adventure for 3rd to 8th level characters

## The Wyvern's Claw

After nearly a millennium, the Sturgenblood Totem has resurfaced. It is the legendary key to the location of the infamous Hollows Of Mordaine. But there are pieces missing, and they must be found before the Totem will reveal the fabled place where all the clans of Perrenland first met to wrest control of The Land from their destructive Ur-Flannae ancestors. The hunt is on ...and may the best clan win. Designed for Player Characters with Average Party Level 2-6.

## Mordenkainen's House Of Chocolate

Oh calamity! Herr Mordenkainen has not been seen for days and his House of Chocolate lies quiet and seemingly empty. Can he be found in time to meet his obligations to your patrons? A humourous scenario for APL 2, 4 or 6.

## Into The Hills

Just what is in them there hills? Gold? Monsters? Lost civilisations? Join an intrepid band of adventurers hired to explore and map the fringes of the Sepia Uplands. An adventure for player characters of levels 1 to 6.

## Living Greyhawk Interactive: 'Keeping One's Head'

Written by a bunch of Perrenlanders.  
Co-ordinated by Thomas Greenslade

This is a one-off event that offers unique rewards. Play one of your living Greyhawk characters in a freeform-like scenario which will be interspersed by a number of tabletop mini-adventures chosen by your actions.

It is nearing autumn in Perrenland, and preparations for what is looking to be a *very* interesting trading expedition are well under way. Tension is mounting, trouble is brewing, and certain important people would *greatly* appreciate the presence of a number of adventurers or patriotic Perrenlanders who are willing to head off any potential problems that might rear their heads.

*A dollop of combat, a splash of mystery and a dash of romance. Bring your best thinking cap and your sharpest sword. Be there when it all comes to a head.*

Note: this Living Greyhawk scenario *may* take up to 5 time units from your yearly allotment.

A two session long event held for the first two sessions of Sunday morning, **including** the lunch break. Food will be available.

See previous page for contact and character details

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### *Baron Munchausen*

"Journey to the Centre of the Earth? Why, Verne stole the whole story from me. And he butchered the telling of it. He completely missed the importance of the goose *and* the laderhosen. If you want to know the real story, why this is how it happened. It all started when..."

More tales of daring, bravery, and cabbage - er, hang on, courage. No wait, it *was* cabbage. Bring your ears, bring your mouth, and maybe even your sense of timing, to the terrific tournament of the tall tale, Baron Munchausen. Proudly brought to you by HRH Elizabeth Waldock

## The Banquet and Costume Contest:

This year the banquet will be on Saturday night, at Sullivans. The cost is \$15 per person. Come and get to know the real names of all those people you've met at the convention.

We are having a pasta menu, and vegetarians will be catered to. Please indicate on your entry form if you require any special menu considerations.

We will be running a costume contest this year – but remember you have to eat as well! [Damn, there goes the Minotaur costume – ed.]

## Scheduling

Scheduling will be arranged for people who get their entry forms in early. Note the late date for entries is August 2nd, and the late fee is \$5. Please mark on the entry-form any times you are unavailable to play. To help us schedule you, mark in any times you wish to play particular events. We will do our best to accommodate your wishes, but we make no guarantees.

There are seven (7) sessions available at the convention.

## Fees

- Each session costs \$6 to a maximum of \$35 per person.
- The Banquet is extra.
- There is a late fee of \$5 for entries post-marked after August 2nd.

## Cancellations

- Refunds for player cancellations notified before 2nd August, 2002 will be the full amount minus a \$5 Administrative Fee (we cop bank charges too!)
- After 2nd August, 2002 refunds will only be given in exceptional circumstances, at the organisers' discretion
- No refunds will be given for player cancellations once the Convention has started
- If an event is cancelled players will have the option of choosing another game or obtaining a full refund of the fee paid for that event

## The Entry Form

Everyone attending Phenomenon 2002 must fill out and Entry form. You can enter as an individual or as part of a team. Where possible, team entries should be submitted together.