

MCFC 2016 GAMING SCHEDULE

Friday 5 PM – 9PM:

Munchkin Tournament

GM: Josh Perry

Tennessee Ballrooms D&E, Tables 1 & 2

The Lost Mission – A Sorcerer Character Has Warrior Adventure campaign for up to 6 players

GM: Matthew Kendall

Tennessee Ballrooms D&E, Table 6

No word has come from the Mission of St. Undile, the Un-Pained for over a year. No word has come from the group of young priests who went to investigate a month ago. Now the Church Elders have asked you to investigate the disappearance of the investigators and find out what happened to the Lost Mission.

Throughout history there have been certain events and innovations that irrevocably altered the course of human development: the taming of fire, cultivation, animal husbandry, the wheel, the printed word, splitting the atom, sliced bread. Sorcerer Character Has Warrior Adventure is not one of these things; it's just a game that uses funny dice.

The Empty Room – A new World of Darkness adventure for up to 5 players

GM: Alan Alexander

Tennessee Ballrooms D&E, Table 7

A group of college students perform a minor favor for an Art professor to get extra credit. Then, the screaming starts. Prepare Mortal characters for a horror game.

PF Mod – We Be 4 Goblins – A Pathfinder Society Game

GM: Mike Beauchamp

Promenade 2, Table 1

A prequel to the We Be Goblin Series. Play as goblins coming of age to take their place in their tribe. Pregens provided.

The Derelict – A Call of Cthulu Game

GM: Eddie Overstreet

Promenade 2, Table 2

An introductory game for Call of Cthulu. Pregens will be provided.

PFS Quest – The Silverhex Chronicles – A Pathfinder Society Game

GM: Michael Curnutt

Promenade 3, Table 1

The River Kingdoms is a tumultuous land of bloodthirsty bandits, treasure-laden ruins, and self-proclaimed kings, and for years it has been the subject of study for Ulisha, a curious and capable half-orc explorer. Shortly after performing a heist that enraged the local nobility, she came across a collapsing stone circle and discovered Silverhex, an enchanted sickle used by druids millennia before. She did not have long to admire her find, though, for the nobles had posted a bounty to end her meddling for good.

Unable to deal with her pursuers on her own, she has contacted you. If you can raise enough money, she's willing to sell Silverhex to you at a steep discount and then pay off her bounty.

The Silverhex Chronicles is a series of six Quests, short adventures that take you to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and finally to a city of assassins in Daggermark.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[PFS Intro: First Steps, Part 1: In Service to the Lore](#) – A Pathfinder Society Game

GM: Jeff Greene

Promenade 3, Table 2

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

Friday 9PM – 1AM:

[Fluxx](#)

GM: Danny Chamberlin

Tennessee Ballrooms D&E, Table 1

[Welcome to Hadleyville](#) – A new World of Darkness adventure for up to 5 players

GM: Alan Alexander

Tennessee Ballrooms D&E, Table 7

Your trip from St. Louis to Colorado got delayed by a sudden blizzard and a road detour. Luckily, the kindly folks of Hadleyville, Kansas are always happy to see new faces, especially on this cold winter night, for some reason. Preen Mortal characters for a horror game.

[PF Mod: We Be Goblins!](#) – A Pathfinder Society Game

GM: Mike Beauchamp

Promenade 2, Table 1

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors....

[PFS #5-08 – Confirmation](#) – A Pathfinder Society Game

GM: Michael Curnutt

Promenade 3, Table 1

Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 10AM – 2PM:

Steve Jackson Kid's Gaming

GM: Josh Perry

Tennessee Ballrooms D&E, Tables 1 & 2

Imperial Settlers

GM: Keith Butler

Tennessee Ballrooms D&E, Table 3

Imperial Settlers is a card game that lets players lead one of the four factions and build empires by placing buildings, then sending workers to those buildings to acquire new resources and abilities. The game is played over five rounds during which players take various actions in order to explore new lands, build buildings, trade resources, conquer enemies, and thus score victory points.

PF Mod – We Be 4 Goblins – A Pathfinder Society Game

GM: Harrison Wise

Promenade 2, Table 1

A prequel to the We Be Goblin Series. Play as goblins coming of age to take their place in their tribe. Pregens provided.

Breakout – A Marvel Heroic Roleplaying Game

GM: Jeff Greene

Promenade 2, Table 2

An introduction to Marvel Heroic Roleplaying. Play a superhero. Pregens Provided.

PFS Quest – The Phantom Phenomenon – A Pathfinder Society Game

GM: John Mayes

Promenade 3, Table 1

Bizarre phenomena have tormented the people of southeastern Ustalav for decades, and these events become stronger and more dangerous every year. Hoping to uncover the origins of these flashes of red lightning and spectral hauntings, Dr. Quolorum from the Sincomakti School of Sciences has set out with a team of able-bodied assistants. Can the PCs help the professor unlock the secret that dwells above Lantern Lake?

Phantom Phenomena includes six, 1-hour adventures that take the PCs to a superstitious village, a lightning-scarred woodland, an ancient Kellid monolith, a haunted manor, an occult university, and finally into the storm-choked mountains. Experience the adventures in any order to create a unique story.

PFS #6-10 – The Wounded Wisp – A Pathfinder Society Game

GM: Jerry Hamra

Promenade 3, Table 2

More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Society's darkest years.

"The Wounded Wisp" is an evergreen, replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 2PM – 6PM:

War of the Ring: 2nd Edition

GM: Vincent DiCello

Tennessee Ballrooms D&E, Table 1

The War of The Ring is a grand strategy board game that allows 2 to 4 players to immerse themselves in the world of J.R.R. Tolkien's The Lord of The Rings (tm) and experience its epic action, dramatic conflict, and memorable characters. This time slot is designed for those who have never played the game before and would like to check it out.

As the Free Peoples player you command the proud hosts of the most important kingdoms of the Third Age. From the horse-lords of Rohan to the soldiers of Gondor and the Elven lords of Rivendell, you lead the defense of the last free realms of Middle-earth. Face the evil minions of Sauron on the field of battle in a desperate attempt to delay their onslaught, while you lead the Fellowship of the Ring in the Quest for Mount Doom.

As the Shadow player you lead the hordes of the Dark Lord and his most powerful minions as they try to bring darkness to Middle-earth. Legions of Orcs, Trolls, Wolfriders and the dreadful Ringwraiths await your command. Hunt the Ring-bearer and bring the precious Ring to his Master, or crush your enemies with your unstoppable armies. This is your chance to forge the destiny of an age.

Nefarious

GM: Keith Butler

Tennessee Ballrooms D&E, Table 2

Your genius could have been such a boon to humanity. Your death ray had wonderful pest control applications, and your volcano activator was perfect for fighting global warming. But the fools at the institute, they wouldn't listen. They called you mad! You built a monster to rend them limb from limb, which your minions assured you was the very worst way to be rended. When it became clear that the only hope for the world was your own benign leadership, you took control of TV to announce this fact. But your broadcast was interrupted by someone else taking control of TV and announcing his own plan for world domination – and then that broadcast was interrupted by yet another interloper. So. Competition. Well, the world will never be as scared of these upstarts as it will be of you. Archimedes once said, "Give me a long enough lever and a place to stand, and I will move the world." You will be the most terrifying lever the world has ever seen.

Nefarious is a quick-playing game in which the players race to build inventions like a freeze ray, cloaking device, or robotic pet before their opponents can do the same.

Dread – A Dread game for 4 players

GM: Derek McElroy

Tennessee Ballrooms D&E, Table 6

The game will be a horror situation set in a rainforest were the players will stumble upon an ancient myth come to life.

The Lost Tomb – A Sorcerer Character has Warrior Adventure game for up to 6 players

GM: Matthew Kendall

Tennessee Ballrooms D&E, Table 7

After the revelations revealed at the Lost Mission, you have been tasked to retrieve the holy peg-leg of Saint Randall the Long-Suffering, buried centuries ago in the Lost Tomb.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[The House of Shadows](#) – A new World of Darkness adventure for up to 5 players

GM: Alan Alexander

Tennessee Ballrooms D&E, Table 8

You and your friends have heard all about the new underground magic club that's opened up in the French Quarter. Street magic in a sketchy club set up in an abandoned warehouse off Bourbon Street. How cool is that?!? Yeah, how cool indeed. Pregen Mortal characters (who may not *stay* mortal) for a horror game.

[PF Mod – We Be Goblins!](#) – A Pathfinder Society Game

GM: Harrison Wise

Promenade 2, Table 1

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors....

[Splintered State](#) – A Shadowrun Game

GM: Phil Loyer

Promenade 2, Table 2

An introductory game for Shadowrun. Pregens will be provided.

[PFS Quest: Honors Echo](#) – A Pathfinder Society Game

GM: Michael Curnutt

Promenade 3, Table 1

The grand Taldan Empire once controlled half of Avistan, but during the Even-Tongued Conquest, it could not manage an ongoing war with both its neighbor Qadira and the secessionist rebels in its outer provinces. As Taldor struggled to control its crumbling territories, its monarchs sought scapegoats for its failures, including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility, her family has survived in obscurity for seven hundred years. However, her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor's honor. Can the PCs help exonerate her name and bring glory to Taldor once more? "Honor's Echo" includes six, 1-hour adventures that take the PCs from the verdant wilds of Andoran to the arid wastes of Qadira to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique story.

[PFs #7-10: The Consortium Compact](#) – A Pathfinder Society Game

GM: Jerry Hamra

Promenade 3, Table 2

The Aspis Consortium pays well, but few can stand its underhanded tactics for long. One operative fed up with the Consortium's practices has contacted the Pathfinder Society with a tempting offer: assist her in leaving the organization, and she will supply the Society with years of insider intelligence about their longstanding rival. It's up to the PCs to navigate Diobel—a proud town run by cutthroat smugglers—earn the defector's trust, and deal a telling blow to their Aspis foes.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 7PM – 11PM:

[Fluxx](#)

GM: Danny Chamberlin

Tennessee Ballrooms D&E, Table 1

[Race to Adventure: The Spirit of the Century Exploration Game](#)

GM: Keith Butler

Tennessee Ballrooms D&E, Table 2

The Spirit of the Century setting blasts its way into the world of board games, riding a jetpack and armed with a lightning gun, in Race to Adventure: The Spirit of the Century Exploration Game!

Race to Adventure! is a fun, family-friendly board game for ages 8 and up that can be played in about half an hour. Fans of pulp will love the brightly-colored world of talking apes and flying jet-men, and busy families can have an evening of fun that doesn't take over the whole night.

[PF Mod: We Be Goblins Too](#) – A Pathfinder Society Game

GM: Mike Beauchamp

Promenade 2, Table 1

A module for 3rd level goblin characters (Pregens Provided).

The Licktoads, once the great and fierce goblin tribe in Brinestump Marsh, were defeated by human adventurers! All that remains of the tribe are its four goblin "heroes"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers.

The good news is that the Birdcrunchers are willing to let the goblin heroes join their tribe.

The better news is that the Birdcrunchers have heard of these four, and want one of them to become their new chieftain.

The bad news is that before the goblins can join, they'll need to endure a series of dangerous and humiliating tests. Very dangerous. Very humiliating.

The worse news is that lately Birdcruncher chieftains have had really short lifespans—they're being killed by the pet fire-breathing boar of a local ogre who wants the Birdcruncher land as his own.

Can the four heroes of the now-dead Licktoad tribe save the Birdcrunchers and, in so doing, become their new leaders?

[The Derelict](#) – A Call of Cthulu Game

GM: Eddie Overstreet

Promenade 2, Table 2

An introductory game for Call of Cthulu. Pregens will be provided.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[PFS Quest: Honors Echo](#) – A Pathfinder Society Game

GM: John Mayes

Promenade 3, Table 1

The grand Taldan Empire once controlled half of Avistan, but during the Even-Tongued Conquest, it could not manage an ongoing war with both its neighbor Qadira and the secessionist rebels in its outer provinces. As Taldor struggled to control its crumbling territories, its monarchs sought scapegoats for its failures, including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility, her family has survived in obscurity for seven hundred years. However, her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor's honor. Can the PCs help exonerate her name and bring glory to Taldor once more? "Honor's Echo" includes six, 1-hour adventures that take the PCs from the verdant wilds of Andoran to the arid wastes of Qadira to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique story.

[PF Mod: Crypt of the Everflame Pt1](#) – A Pathfinder Society Game

GM: James Daniels

Promenade 3, Table 2

The young heroes of the town of Kassen are ready for their coming-of-age ceremony, an old tradition in which they retrieve a piece of the eternal flame burning in the tomb of the town's founder. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people.

Crypt of the Everflame is a dungeon adventure for 1st-level characters.

This game will run 2 sessions.

Saturday 7PM – 12PM:

[Riverside Opera: Uprising](#) – A Vampire: The Masquerade LARP for up to 70 players

GMs: David Glore, Caitlin Glore, Patrick Chipman, Amy Banker, and Jeremy Garver

Ridgelake Ballroom

Memphis looks to have been saved. Newly crowned Prince Phoenix has invited Prince Avery Blake of Chicago to send an emissary to collect Andrea Scott, the former Nosferatu Primogen of Memphis who is guilty of violating Avery's Domain. Emperor Frank Overwater might finally have his hands full enough running two cities to trifle with Memphis anymore. The Sabbat seems all but gone.

But just as the Kindred of Memphis might be thinking that things have quieted down or that the Mad City might be becoming sane, dark clouds billow on the horizon. The damage done in the wake of Prince Mouse's death might be irreparable. Kindred across the country have heard that Memphis's political structure is tenuous at best, and they're all licking their chops for a piece of the action.

Whispers of something called the Syndicate have filtered through the Kindred and Kine alike already. Who else might be coming to town to take advantage of the unsteady city of Memphis? Where is Andrea Scott? Is Frank Overwater really staying out of the way? Who is this Syndicate?

Find out at Riverside Opera: Uprising, only at Memphis Comic and Fantasy Convention!

MCFC 2016 GAMING SCHEDULE (CONTINUED)

Saturday 11PM – 3AM:

[PF Mod: We Be Goblins Free](#) – A Pathfinder Society Game

GM: Jerry Hamra

Promenade 2, Table 1

After losing chieftain after chieftain, the Birdcruncher goblin tribe finally found competent leadership in its four goblin "heroes"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. But it turns out leading a tribe of goblins isn't much fun, and the newest Birdcruncher chieftains are bored. In order to cure their doldrums, the chieftains have issued a new demand—find them some adventure, or else!

Eager to please their great chieftains, the Birdcruncher goblins frantically try to whip up all sorts of amusements, including goblin games, feats of skill, and a grand feast. But trouble arises in the midst of the goblins' feast for their mighty leaders—the goblins who went to harvest truffles for the feast got beat up by some stinky humans! Now the Birdcruncher chieftains find themselves getting more adventure than they bargained for as they venture to the Bestest Truffle Field to pick up the slack for their bumbling minions. Will the goblin heroes be able to make it to the field, find the treasured fungus, defeat the mean humans, and make it back to the tribe in time to enjoy their well-deserved feast?

[PF Mod: Crypt of the Everflame Pt2](#) – A Pathfinder Society Game

GM: James Daniels

Promenade 3, Table 2

The young heroes of the town of Kassen are ready for their coming-of-age ceremony, an old tradition in which they retrieve a piece of the eternal flame burning in the tomb of the town's founder. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people.

Crypt of the Everflame is a dungeon adventure for 1st-level characters.

This game is the second 2 sessions to complete this full-length module.

Sunday 10AM – 2PM:

[Pools of Radiance Playtest](#)

GM: Matthew Kendall

Tennessee Ballrooms D&E, Table 6

From the idiot who brought you Θ (Sorcerer Character Has Warrior Adventure) comes proof he has no idea when to quit. This is a playtest of the system, not an adventure. Players will be taught the rules, then put through various scenarios to test the different mechanics. Dice will be available but players are recommended to bring their own. The system uses the typical polyhedral dice from four-sided to twelve-sided (tetrahedrons through dodecahedrons). While it is possible to play with a single set, at least five sets will make the game move more quickly.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[Rise of Argenterra](#) – A Mage: The Awakening Game for up to 5 players

GM: David Glore

Tennessee Ballrooms D&E, Table 7

Rise of Argenterra is a Mage: the Awakening adventure set in the custom-built, Steampunk world of Argenterra. Magic is hidden in plain sight right under the common people's noses, but who gets to use magic is tightly controlled by a mysterious group known as the Consilium. Our heroes are five seemingly normal people who awaken to a world of magic and horror and find out that their comfortable lives are far more complicated than they realize—and do so without the Consilium's permission or knowledge.

Can they find a way to survive? Will they be able to protect their homes and families? What of the strange new person who came to town, babbling about the evils of magic? Find out in Rise of Argenterra!

[PFS Quest: Honors Echo](#) – A Pathfinder Society Game

GM: John Mayes

Promenade 2, Table 1

The grand Taldan Empire once controlled half of Avistan, but during the Even-Tongued Conquest, it could not manage an ongoing war with both its neighbor Qadira and the secessionist rebels in its outer provinces. As Taldor struggled to control its crumbling territories, its monarchs sought scapegoats for its failures, including the righteous war hero Countess Honaria Alcasti. Stripped of its nobility, her family has survived in obscurity for seven hundred years. However, her descendant Remaio has identified evidence that might redeem the Alcasti name and his ancestor's honor. Can the PCs help exonerate her name and bring glory to Taldor once more? "Honor's Echo" includes six, 1-hour adventures that take the PCs from the verdant wilds of Andoran to the arid wastes of Qadira to the cultural heart of Taldor itself. Experience the adventures in any order to create a unique story.

[Breakout](#) – A Marvel Heroic Roleplaying Game

GM: Jeff Greene

Promenade 2, Table 2

An introduction to Marvel Heroic Roleplaying. Play a superhero. Pregens Provided.

[PFS #5-08 – Confirmation](#) – A Pathfinder Society Game

GM: Harrison Wise

Promenade 3, Table 1

Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.

MCFC 2016 GAMING SCHEDULE (CONTINUED)

[PF Mod: We Be Goblins Free](#) – A Pathfinder Society Game

GM: James Daniels

Promenade 3, Table 2

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Sunday 12PM – 4PM:

[Steve Jackson Open Play](#)

GM: Josh Perry

Tennessee Ballrooms D&E, Tables 1 & 2

[Velociraptor Cannibalism!](#)

GM: Caitlin Glore

Tennessee Ballrooms D&E, Table 3

Velociraptor! Cannibalism! is a card game of survival, mutation, and the occasional volcano.

Based on a crude understanding of natural selection, *Velociraptor! Cannibalism!* puts you in the role of a young, eager, and bright-eyed heartless killer. As a velociraptor, you must find prey, survive environmental disaster, mutate, and steal the bodies of your enemies.

You play a velociraptor that grafts new body parts onto itself, mutating your creature in bizarre, horrifying, and hilarious ways. New body parts increase your food requirements, better parts costing more calories. Explore the jungle to find food, and reproduce or mutate further in times of plenty. Attack your opponents to steal their parts or children. Avoid going hungry at all costs.

The most fruitful Velociraptor will win the day.

