CANGAMES CHRONOLOGY: **Roddy Turner**

The following listing summarizes my participation in the Cangames convention since I first started attending in 1984.

**1984** - attended as participant only, won my first tournament as a player; my first gaming convention

**1985** - Caverns of Corama: this was the first tournament I had ever run, using a setting taken from my own campaign world. More or less straight AD&D. A mixed party of do-gooders had to save the residents of several remote villages from an ever-growing threatening terror. A complex set of caverns led eventually to a battle on a high mountainside against a group of high-level NPC's. Tournament went well, players very enthusiastic. A final was run to declare a winner.

**1986** - Rebel Race: a group of adept characters (moderate level, mostly with acrobatic, thieving, and magic skills) of a non-standard race (my own creation) appear in an alien world and are imprisoned for being too different, and hence a threat to the local ruling authority. The party must escape from the prison, then find their way out of the city. A final was run, in which the party follows up their escape with a multi-plane series of encounters against the unfriendly ruling powers. I almost ran a Rebel Race II in 1987 (it was outlined), but it got superceded by a better idea.

**1987** - Quest to the City of Magic: my darkest and nastiest tournament ever, but also the one in which some of the best roleplaying appeared. A party of evil characters, including two Prostitute/Assassins (my own class) with strong persuasive powers, must infiltrate the fabled City of Magic, training ground for most of the 'good' MU's of the continent, to discover why so many new MU's are appearing (the 'evil' MU training center is being outclassed). They must then attempt to put a stop to the problem, and in the final, escape from the City with their lives. The City of Magic and its training school were fully detailed on computer; the city itself was one in which all menial tasks were performed by low-level mages using spells.

**1988** - Caverns of the Lost Souls: this was also run in modified form as the feature AD&D tournament dungeon at Pandemonium, the Toronto gaming convention, in June 1989 (10‑15 DM's ran it simultaneously). A mixed and rather chaotic party must enter the fabled caverns seeking to achieve what many parties before them could not: find and free the large number of high-level characters who have either been kidnapped and taken into the caverns never to be seen again, or who have gone in on their own and never come out. An interesting adventure in which for the final, the party must find a way of 'defeating' the mind-controlled high level characters who disappeared, as well as the evil mage who is controlling them.

**1989** - Prisoner of Keys Keep: the party is set the task of rescuing an important high-level NPC who has been imprisoned by a powerful mage within his Keep. The Mage is not at home, but he is particularly fond of games and puzzles. Party needs to follow puzzle clues to find 5 'keys' (magical objects) which will open the doors of a series of nasty encounter chambers that lead to the actual dungeons in which the NPC has been imprisoned. This was a chaotic and exciting adventure, and the final involved a difficult series of contests through the dungeons themselves, in the end freeing the NPC from stasis, only to find that one of the party members was in fact an assassin charged with the task of killing the NPC they just rescued....lots of fun.

**1990** - Search for the Shrine of Essence: a party of mixed alignments (from LG through N to CE) must try to work together to reach the fable Shrine, having each been called by their own individual Deities to go there. The Shrine is said to give guidance and power in a perfect balance of alignments, so that the party is chosen to reflect this NET balance. The route to the Shrine involved several 'guides' for different segments, or in reality the same guide appearing in several different guises. At the Shrine the true meaning of Balance between the alignments is explained. A very 'deep' tournament.

**1991** - The Blind Leading the Blind: my first really different and unique tournament. The party has been asked to retrieve a magical artefact for a wizard, and have managed to infiltrate the treasure's hiding place and find it. That's where the trouble begins (and the tournament). As soon as they try to leave with the thing, they are all struck BLIND. To run this, I mapped all the character's movements on a standard erasable map sheet (with character markers), but I put up a tall screen (i.e. BLIND) around the map which prevented the players from actually seeing what was happening. Thus they had to describe their actions verbally only, and get feedback on the results from me in the form of audible, physical (i.e. contact), or olfactory descriptions. This was really wild. In most cases, it took the party over an hour just to get organized enough to get out of the first room!

**1992** - Duh...What'd he Say Again?: and you thought you needed brains to go adventuring? This party is all fighters, and they are charged with the simple delivery of a small box (contents unknown) to a specific destination. Now the fun begins. The box contains an artefact which rapidly drains wisdom and intelligence from any in long-term proximity. Thus the party which started out deficient in W and I rapidly deteriorates to total idiocy, and we have a group of imbeciles wandering aimlessly about the countryside. To add to the ludicrous nature of the situation, most of the tournament consists of solving logic puzzles, brain teasers, and riddles, which is very difficult when your wisdom and intelligence are only in the '3' range.

**1993** - Maze of the Minotaur: another unique tournament. This is a 2-party tournament (3 characters per party) run by the same DM at one table. One party is the evil residents of the Maze, led by the Minotaur himself, and the other party are the infiltrating GOOD guys, charged with the task of ridding the place of the evil dudes. I made up a map of the entire maze, consisting of 16 tiles of identical size with passage entries in corresponding locations on each tile. At any one instant, the maze consisted of a 4x4 arrangement of these tiles, like a jigsaw puzzle. Both myself (as DM) and the resident party had a copy of the starting positions of the puzzle pieces. However, every 10 minutes of real time, two random pieces of the puzzle would interchange. The Minotaur (if he thought about it long enough) could track the swaps and keep his map up-to-date. However, he was usually too busy to do this, and the resident's map was soon unretrievably out of date. The other party, of course, had to generate maps as they went into unknown territory. Since there was a three-way screen up (separating my area and the two distinct party areas of the table) direct interaction between groups was by note and voice only. The residents could usually figure out from my verbal descriptions where the invaders were, but due to their useless map layout, couldn't find them. This was chaos in the ultimate form, and great fun.

**1994** - Slimebucket's Revenge: let the orcish onslaught begin! Slimebucket is mad because his orcish band was mostly killed off by a group of adventurers, and so he has pieced together a ragged group of misfit orcs (and related slimy filfth) to go into the human city and seek his revenge. The party is terribly chaotic and disorganized, more interested in squabbling amongst themselves than generating any cohesive offense on the city. This was thorougly silly, and the marching song of the orcs was heard so loudly on a couple of occasions that it stopped the convention while everyone listened and applauded.

**1995** - Him Say, Yo' in Trouble Now, Man: the Rasta Rockers seek out the villainous Rockin' Rappers in a singing contest to win top honors in Jamerica. Yes, the party here was a reggae band which, with a little help from UB40 recordings brought along for the purpose, sang their way out of jail after having been wrongly accused of kidnapping. They then proceeded to use their talents to discover the truth, and convince the authorities that their arch-rivals (a local rap band called the Rockin' Rappers) were the true cuplrits. Highlights of the tournament saw several costumed, sunglass-wearing Rockers belting out reggae tunes across the convention floor, and in one case starting a conga line around the room. Overall, a wild and noisy time, which got the attention of most of the gamers in the place.

**1996** - Super Heroes in Training: you too can be a S.H.I.T. Fatman and Bobbin, kidnapped unexpectedly from the HeroesAcademy in GottemCity, needed rescuing in a bad way (actually several ways). And their semi-heroic pupils were up to the challenge, or at least so they believed. The would-be heroes included the multiple personalities of El Zero (aka El Welcho and El Chiquita) and his sidekick Blobbo the dog; the Stoned Ranger and his leather-clad assistant Taunto; and the show-stealing klutz of a wallaby Rocco, with his thicker-than-thick poochy pal Spunky. Masked, caped, and often caked (pied, coated, slimed, etc), the illustreous do-gooders stumbled their way through every possible form of ridicule on their way to the final ridiculous battle with Pingwin, Beastly, and their ludicrous minions. Complete with costumes, sound-effects and voice tracks from the characters' namesakes, this adventure drew more than its unfair share of doubtful looks from the long-suffering Cangames attendees.

**1997** - Bruce Bruce and the Case of the Missing Bruce: the Bruces from Down Under on a wild Bruce chase. John Cleese would have been truly shocked. The multi-cloned assistants of an unscrupulous MU, the Bruces are confused. No, stunned and confused. In fact, stunned, confused, and totally thick. Of the ten clones, four are missing and must be collected together so that someone can decide which is the original, the REAL Bruce. Each of the six questing Bruces with his own philosophy on life (Abject Truism, Logical Negativism, Rank Sentimantalism, Logical Positivism, Subjective Objectionism, Abject Falsism, and Illogical Anythingism), and with a few possibly true clues, the great Bruce hunt began. So also did the endless futile and ridiculous debates over what to do, what to eat, where to sleep, what kind of toilet paper to use, and whether any of the clues as to the REAL Bruce's whereabouts were actually true. In the end, much to their own confusion, the Aussie hat-wearing Bruces debated themselves into a corner from which they could not escape, and spent the rest of their lives contentedly navel-gazing. An exercise in illogical role-playing silliness.

**1998** - (1) Tutu, Are You Sure this is Kenzi's? AND (2) A Thief's Dilemma. Two tournaments this year, one in the standard 6-player 4-hour format and the second in a new shorter, faster, higher pressure 1-hour structure that pitted 2 players head-to-head in a race for their lives and against the clock.

(1) Tutu: Can you survive the deadly Hell O-Nik Road to the EverholdCity? The innocent Dot and her little furry friend and protector Tutu (the Wolverine) must brave the terrors of the Hell O-Nik Road to rescue some poor helpless animals from a mysterious place called the EverHoldCity. With her three companions and a very helpful witch that they find along the way, they take to the trail, sweeping aside the opposition with their innocent courage, purity, and kindness. Well, sort of. Until the Dragon Turtle fries a few of them with its breath. And the undead minions in the dreaded GreenForest turn their collective hair white. Dot does not emerge as gleaming white and unscathed as she went in. Roleplaying that witch was tough!

(2) Dilemma: choose quickly; choose wisely; and always have a backup plan. Two thieves, Fat Fred and the Gray-Haired Mouser, each with their own strengths and weaknesses, compete for the perfect prize. One long chamber with many obstacles in the way, one thief at either end. The scenario was modelled using a cardboard structure, so that the dimensions of the room and its contents were to scale. Complete with rope-swinging models and a point-based scoring system, this new tournament concept was exciting and tense for all involved. The short duration made it easy for players to fit into their busy schedules, and the need for only two players guaranteed the game would run without a hunt for missing players.

**1999** - A Door is a Door is a Door: What? Did I hear you ask, when is a door not a door? A three-player tournament run in a 1 1/2 hour time slot, yet another experiment in game format. Three characters with different classes and skills arrive unceremoniously at the center of the ‘dungeon’: a fighter, an MU, and a thief. Each may leave by only 1 door, which forces them to separate. The rooms beyond contain a variety of encounters and traps, some of which are appropriate for their class to tackle, and some of which are not AND**:** each contains 1 exit door. To escape, the characters must find or gain access to the door in the appropriate room, and all 3 doors must be opened simultaneously. What, you say, a cooperative game? Well, if the alignments would allow it (which of course they did not), yes. The game area is circular, and is divided into 3 distinct areas using a 3-way divider. Each player gets to see only 1/3 of the playing surface, for the roughly 25 minutes their character is there. Then, let’s hope each character completed the tasks they needed to finish, because they are abruptly teleported into the next room, taking the place of whatever character was there ahead of them. If they cooperate (they can hear and talk to the other 2 at all times), and pay attention to what the other characters are encountering, they can work out what needs to be done and be prepared when they enter the next room. A few unexpected encounters and traps served to keep the ‘cooperation’ to a minimum, and to reduce the ‘thinking in advance’ to almost zero. When you’re busy looking after your own skin, who has time to think about what’s coming next? A challenging, frenetic ride.

**2000** - Not Quite Dead Yet, Eh?: So, you’re not quite dead yet, eh? Isn’t there something you can do? And yet another Monty Python masterpiece takes a beating, this time the veritable Holy Grail of Python. A 4 player, 2 hour game in which a team of 2 ‘good guys’ (a cleric, and an undead Paladin-yes, I did say **undead**), battle a team of ‘bad guys’ (surprise, surprise, a cleric and an undead anti-Paladin) for bragging rights control of a church and its holy/unholy ground. Into the fray we have, of course, the dead from the graveyard, brought back in all their shambling glory, a few relationship problems between the characters that make play more complex than it might otherwise be, and of course, some hidden agendas. At its absolutely wild peak, this tournament saw every character die and be brought back at least 3 times, some as many as 6 or 7 times, to fight yet again for their little piece of turf. The action was mayhem embodied, or disembodied, as the case may be.

**2001**-Slagbottom’s Schizoid Army: They’ll do anything for anyone, anytime, as long as they can remember who they are. The Flintstones are character models for this 4 player 2 hour romp with chaos. Slagbottom(alias Fred Flintstone, alias Dum Dum, alias Yabba) leads this unwieldly troupe of investigators on a mission to recover a missing piece of jewellery for their client, Willy the rich but stupid Giant. The necklace has disappeared somewhere on the grounds of his estate, and they must search the mansion and area to find the prize, questioning the unusual staff along the way. So far, a typical bumbling detective type plot. Here’s the twist. All the characters suffer from multiple personality disorder, and switch personalities on a random timeframe. Each has 4 different personas, ranging from their ‘strong but stupid’ version to their ‘weak but bright’ version. When personas are switched, characters don’t remember what they were doing in the previous persona. The result: total chaos. If the party stuck together, they could retain some continuity on their mission as some characters might swap personas while others did not. If not, they spent most of their time in their own little areas fighting the staff or cooking themselves lunch. A truly devious and nasty little module, which dropped some parties in the toilet (literally).

**2002** – The X-Gang Files: Who Are You Really? Nobody is what they appear to be these days. It’s getting so you can’t judge a cover by its cover. A party of exceptional thieves, known as the X-Gang, takes up yet another challenge in a series of near-impossible missions. This time, they plot to steal a magical artefact from a monastery reputed to house some of the highest level monks in the country. But of course, it’s not so simple. The gang coined its name based on the fact that all members are in fact Doppelgangers. Their favourite technique is to follow and take out one or more members of the target organization, copy them, and thereby obtain inside infiltration. This time things have gone wrong, as the Matriarch (leader) of the Monastery is not only a monk but also a Doppelganger herself. She has planned the replacement of some of the actual X-gang members before the raid begins, and is now posing as one of the Gang herself. To make matters still more confusing: of the 4-member X-Gang, only ONE is really still from the Gang! One is the Matriarch monk, one is a Doppelganger spy sent by the Matriarch to infiltrate the X-Gang, one is a Thieves’ Guild Doppelganger spy sent to infiltrate and learn more about the modus operandus of the X-Gang, and the last is a real X-Gang member. None of the 4 know exactly who their companions are, but most suspect at least one is not who they appear to be. Each has a different mission objective. It’s two hours of confusion as the Doppelgangers fly in all directions, assuming the form and role of everyone in sight, trying to accomplish their own (competing) individual missions.

**2003**–Is That All There Is? Being invincible is not all it’s cracked up to be… Your party of 4 level 10 superheroes, who have developed a potent potion that enhances your stats and other abilities (including AC) for a limited period of time, are returning from a successful mission and are intercepted and drawn to the aid of a desperate victim whose family has been kidnapped. It’s the Superman phone booth in combination with Popeye and his spinach, gone wild. You have been called. The Ahhhh Team to the rescue. Only 3 potions each left, better use them wisely. You will battle all sorts of nasty high level opponents, and will need to apply all your wits and skills to rescue the captive family and survive. It is not a task for the faint of heart. This is a 2 hour real-time adventure in which time pressure is tight, and the lives of the victims hang in the balance.

**2004** – Flushed and Wet A Druish Adventure of the Worst Kind. You are druids travelling to an annual druish convention at a sacred grove when you come across a scene of natural abomination. A serene dell which is home to many peaceful animals and a beautiful array of plantlife is being flooded. You must rescue the animals and stop the flood before it is too late. A different kind of adventure in which the druids in question each have a secret to keep, and emotional involvement between party members complicates progress. Hold your breath and take the plunge, or you’re sure to get the Druish Flush. Underwater battles and mud-scooter races were highlights of this adventure, with the big final battle against the dehydrated army a major challenge.

**2005**–What Does That Remind Me Of? There’s so much you’ve forgotten. The Real question is, how can you remember something you haven’t done yet? As Canasta (Sorcerer) and Blackjack (Rogue), the husband and wife team, you have fared well in the past and led a life of peace in spite of your eccentricities. Now Canasta has dreamt up a truly dangerous new spell called Future Past, which blends future, present, and past, into one for a brief instant, allowing (she hopes) for time travel. It works too well. She sends the pair of you into the future, too far, and you are stuck there for months. Eventually Canasta figures a way to get back, but you leave trapped clues as to the method behind you in case it doesn’t work and you have to figure it out again. Not so simple. The second shift does put you back to your original caves BUT you don’t remember ever being there before. You don’t even remember where you just came from. To make things worse, the spell brings into existence a second timeline and therefore a second set of Canasta and Blackjack characters, who jump into the future where they are just as lost as you were when you first arrived there. Now the two parties must work together to decipher clues left by their respective doubles in the timeframe they just left – can you jog each other’s memories and put together the clues leading to a return trip that cancels the time loop, before it self triggers again? Watch out for those robots and lasers, they can be nasty! And make sure that when you finally find the spell method you don’t make a mistake in the casting: who knows what might happen! One of the highlights of this game was when Canasta, in an effort to remove a nasty creature from her husband’s head (and totally in character), cast a maximized lightning bolt on her beloved, leaving him smouldering and smoking with a look of shock and exasperation on his face.

**2006 –** Karalot Konundrum It’s a Kountdown to Konflict. Can the plush heroes Klear Karalot’s Kurse? You can only guess what kind of romp this will be. Don’t be surprised if the one of the characters chuckles deviously, or if another shrieks to get attention. And somewhere in there will be a visit to the Great Gardener, the master of burlap. Yes the intrepid cartoon characters spent a jolly old time trying desperately to cross the bridge out of Karalot to get the Great Gardener, somehow spending most of the adventure falling into the water and having to be rescued. With all the players working (unbeknownst to each other) at cross purposes, this was a true session of chaotic fun!

**2007** – (1) The Case of the Ravening Princess and (2) A Mage’s Mistake. It had been 9 years since I ran a double-header, but I decided to run the paired games so that I fit both games into a 4 hour timeslot, Princess running 9-11AM, and Mistake 11:30-12:30 in the same type of format as I used for A Thief’s Dilemma back in 1998 (1 hour, 2 player head to head through a pre-defined pair of physically constructed challenges).

(1) Princess: Can you rescue the helpless ogre from the ravening princess? For years a beautiful princess has lived near the tiny village of Hamm in her tower on the coast. But recently strange things have been happening, and the party of do-gooders must try to set things to rights. Not for the faint of heart! A mind flayer has possession of both princess and the ogre she is guarding, dominating their minds alternately. The party must devise a way of defeating the mind flayer, but also his alter egos, and in the process helping both princess and ogre to gain their freedom. Just don’t join the clan of the possessed, or you may end up helping the wrong side!

(2) Mistake: A one-way ticket for One. Limited spells, limited resources, and a mind-boggling set of challenges. So little time, and a race against your opponent. The Mages knew what was facing the other player but could not see any of it, the board being housed in a triangular cardboard structure with walls inside and out, new challenges being revealed as they were encountered. The final course saw the two mages at opposite ends of a single long chamber, trying to be first to reach the platform on which was the single Teleport scroll that would allow escape for the victor (assuring the demise of the loser).

**2008** – Mystery of the Missing Manure, or Who Stole the Dung? An intriguing whodunit for four barnyard investigators OR Where every animal is more than it seems OR The farmyard will never be the same. Yes you got it, the players are farmyard animals (a bull, a pig, a duck, and a grass snake) who each have alternate humanoid forms that they can retain for 10 minutes of real game time, before reverting back to their true forms for at least 10 minutes. They must solve the mystery so that the farmyard can return to normal, none of the animals feel at home without that nice natural dung smell. Lots of cliches here, the bull going after the farmer’s daughter, etc and the duck as the spotter from the sky (does anyone know how poor a duck’s vision is?), the snake in the grass, and great fun had by all.

**2009** – Hogan’s Run *Where there’s a gnome there’s trouble, and with Hogan there’s a lot of it. Move fast but with care, or it will be your last run. A 4 player race for your life.* Hogan is indeed a gnome, and you guessed it modeled after Colonel Hogan in Hogan’s Heroes. He is teamed up with LeBeau, Klink and Schultz against an unknown common enemy, and the misfit group of fellow racers who must get inside the fabled Sanctuary of Orcish Power within the 2 hour time limit or be slain by the curse that has been laid on all of them. Between Klink’s spells firing wildly in all directions and Schultz’s bufoonery, this was a comic quest with an element of real tension.

**2010** – Fire at Will. You’re just an average Joe – Will to be more accurate. But ever since you woke in this strange place everyone’s trying to kill you. And then there’s the voices. Yes, all the players are named Will and of course they are trapped in a multi-faceted (4 section) maze and being hunted. The voices are those of the other Will’s trying to find their way out of their own specific maze. Mazes are linked if you can find the doors, but it is quite dark here and very hard to find out where you are. The key here is that when 2 Will’s get together in a single part of the maze, their stats improve. Three, even more. 4, now they have the power to defeat whatever they face. “Get out on your own free Will, Survive on your own see Will, Together Will will escape.”

**2011** – Captain Superfluous and the Curse of the Red Bandanna. A swashbuckling tale of bandannas, bananas and bandages — where men are pirates and women are rare, and pirate women are dangerous. There are 4 surviving members of the cursed crew of the Craven Codfish, and they must plunge a dagger into the heart of their nemesis Maybe Dick (the whale) to end the curse of the dreaded Bandanna of Doom. This red bandanna switches crew members on a frequent and unpredictable basis, conferring the captaincy and rendering all but the Captain’s charisma stat totally feeble (all stats are set to 6), also making them the prime target of all enemy attacks. So, the stupid captain gave all the orders and got the crew into untold troubles. An encounter with the sorceress of the seas, Elektra, plus a refueling stop on Goat Island to contend with Amazons were amongst the trials of the desperate crew. The adventure culminated in the scaling of Maybe Dick’s massive body, played out live in the game using a very large balloon and regular miniatures stuck to the sides as they climbed. This drew a good deal of attention and a lot of shouting and excitement from the gamers and Cangames attendees alike.

**2012** – Eyegore, Whose Brain Was That Really? Doctor Friggin-Stoned had the perfect scheme, but between his overuse of extreme voltages and Eyegore’s usual incompetence things didn’t turn out quite as planned...The party are all geese who have been cursed with human form. They possess the fabled magical ring Lord Fowl’s Bairn, in which is imprisoned the only true offspring of the notorious and infinitely powerful Lord Fowl. The party members are beset by curses of their own, which are constantly shifting between them, causing all kinds of confusion. To remove the curse and return to their true goosey forms, they must find the Edge of the World, cross the River Sticks and the Plain of eternal Flame, then confront Lord Fowl in his lair within the Cave of Despair. And hopefully he will really really want the ring. Or else, their goose is cooked. Genuine goosey mayhem, with a lot of wing flapping and feathers flying.

**2013** – Let’s Shoot That – Have you ever seen a B movie that looked almost too real, too unbelievable to be anything but real life? Katrina Ananova wishes she was back on the set at MGM – because this is too much ‘real’ for any starlet. This is my first tournament using the Hollow Earth expedition rules, and the Ubiquity ruleset. A roleplaying system that allows a party to try almost anything, take enormous risks and miraculously survive, and push their luck further than they have a right to. In this game Katrina Ananova, the actress who plays famous movie adventuress Cassandra Trimble, is on site for filming of her latest movie “**Cassandra and the Mountain of Doom**.” On site on the slopes of Mt. St. Helens. With the film crew, fellow cast members, the director, and an intrepid reporter. When, as you probably already guessed, the mountain erupts. Now Katrina and her hapless companions must flee inside the mountain, just ahead of the lava, to discover that Nazis have been mining the inside of the mountain to try and find a path to the Hollow Earth. And, somehow, through unheard of danger, they make it to that mythical place. Only to face a final challenge so chilling that at least one character could do nothing but collapse in a gibbering heap (and hope the danger would pass them by). A thrill ride romp, with director Umberto Diaz madly filming the entire thing (One Take, and one take only) in the hope that this incredible story of survival would eventually reach the screen.

**2014** – Perils of Cassandra in the Lost World – And now that Cassandra and her companions are trapped in the Lost World, how will they escape? On a high plateau in the darkest corner of central Brazil, the mythical Serra de Roncador, lies a land forgotten by the passage of time. A land where dinosaurs yet walk the earth. Where danger threatens at every step. And where no explorer has ever walked before… Umberto Diaz has the most incredible movie reel ever shot. He has a cast of survivors and stars who amaze him at every turn, thwarting fate against the worst odds. The greatest footage in the history of cinema, and the Gods have trapped him here beneath the earth, in this living Lost World. But Umberto is not a man to despair easily. Escape, and revelation to the world, are just a matter of perseverance. SceneTwo. Take One. And only one….

**2015** – Cassandra and the Elemental Abyss – Katrina Ananova wishes she were somewhere else. Only Tyrone’s strength, Galena’s intuition, and Eric’s nature knowledge have saved her so far in this deadly world of fire, firearms, and fear. But Umberto Diaz knows they will all, even that troublesome reporter Jane, need to face still worse perils. Nature is baring her teeth, jaws wide. The ocean roars, lightning flashes, distant flames flicker. A third epic adventure into a land of ultimate danger — and one reel of film left to capture the greatest movie footage ever conceived. Reality has never been this REAL.

**2016** – Cassandra and the Tesseract of Time – Katrina Ananova has lived the nightmare, and it is now. Without Tyrone’s strength, Galena’s intuition and Eric’s nature knowledge she and all her companions would surely be dead. The Abyss of Fire, Earth, Water and Air took all their combined skill to survive – and now, trapped in a bottomless cavern miles above the sub-oceanic volcano’s glow, she cannot see a way to escape.

But with Umberto Diaz there is always hope. Jane, as ever, will be sure to stumble forward into the next peril. A fourth monumental adventure in a land of ultimate danger—and less than half a reel of film left to capture the grittiest and most heart-pounding moments of all time. Poised on the brink of disaster, or the verge of unimaginable success, Umberto will see all their fates through to the end….

**2017** –Cassandra and the Chasm of Chaos - Having battled even time itself and miraculously escaped, Katrina Ananova and her unlikely companions sail high above the fabled Serra de Roncador, the very name of which strikes terror into the hearts of all Brazilians. Below them, as they float suspended for the briefest of instants, the world spews forth superheated water and molten rock, engulfing the land in turmoil and deadly fire. Then the moment is past. The fragile boat plummets. Death on the mountainside rushes to meet them, its red eyes glowing, swiftly engulfing the tiny craft in plumes of scalding steam. Umberto, camera held high to the last, scans the horizon. He points, gives a frantic shout. And all goes dark…

**2018** - Cassandra on the Road to Nowhere - Escaping the terrors of the Serra de Roncador, Cassandra Trimble and her indomitable companions clamber aboard the waiting plane, only to discover that they have been trapped once again in the clutches of the Nazi horde. In the darkened skies above the world, hurtling at breakneck speed towards their doom, what hope can they have of carrying their precious cargo to its destination? Even if they can wrest control of the airship from their captors, they will merely hasten their untimely end. Unless…

**2019 -** Adventures of Cassandra in the Mountains of Magic - The deadly caves behind, a terrifying vista unfolds for Cassandra Trimble and her companions - a mountainside alive, shifting, treacherous with sliding rock and strange shimmering lights. From the smoke-filled skies above, dark shapes descend with menacing cries. The earth trembles beneath their feet, and ominous rumbles emanate from the cave mouth behind. An eerily tranquil lake, almost obscured in the distance through swirling clouds of ash and smoke, beckons. Rocks and small boulders tumble menacingly past, to crash and shatter against the stone below. There is only one way out - down, down, down…

**2020 (postponed to 2023 due to COVID) -** Cassandra in the Mines of Mayhem - Escaping the disintegrating mountainside high above the valley and dodging gaping rifts in the unstable rock, Katrina Ananova and her companions leap across death-defying gaps between precarious islands of stone afloat in the lava. The shimmering portal transports them to a cave, deep in the earth, where nature once again attacks, this time in the form of two gigantic and ferocious bears. A new portal, in the center of a pool in the cavern, beckons them forward and with stunning ingenuity they reach it – only to find themselves hurtling at frightening speed towards a massive waterfall. With every ounce of skill and strength they steer across the flow, entering a final portal on the brink of the precipice. And now here they stand, the portal winking out as quickly as it appeared. Huddled together on an ever-shrinking speck of dry land, surrounded by boiling water, they await their doom. Is there hope? Can there be even the merest chance of escape? Will Galena once more divine a path for the beleaguered crew? Could it be that Jane will uncover a treacherous trap that leaves them a possible way out?

**2024** - Cassandra in the Lair of Despair - Carefully scouring the submerging rocky crags, springing from one slippery surface to the next as the boiling water rises, Katrina Ananova and her steadfast companions discover a hidden passage down into the depths. Fleeing along narrow ledges, they escape to a long, tortuous series of caverns, leading to a waterfall inhabited by giant prehistoric flying reptiles, cascading down from their cave into total darkness. Beyond, a dangerous sulfur-filled passage, a rampaging stream, and another series of rat-infested tunnels lead to the mysterious Mines of Mayhem, only their teamwork and determination helping them survive its ravenous inhabitants. At last, they reach the base of another waterfall, the Master of Misery standing imperiously at its top, commanding his minions to the attack. And, as fate would have it, he is defeated, allowing them to climb the falls and arrive at the shore of a vast underground lake, its farthest reaches obscured by thick clouds of steam that glow an ominous orange. The water’s surface swirls and ripples menacingly, scintillating crystals on the walls of the cavern lending a sickly illumination. Can Umberto keep up the party’s spirits and capture one final reel of footage before their doom arrives? Will Eric’s instincts once again guide them past creatures that might otherwise consume them? Or will Jane’s intrepid investigation lead to yet another hidden threat, lurking in wait, ready to make this the final adventure of our intrepid team?

**2025** - Cassandra on the Treacherous Trail - Scouring the shoreline of the ominous waters, Cassandra and her friends discover a rudimentary sailboat and set out onto the underground lake. Steam swirls on the far shore, an orange-red glow threatening unprecedented danger ahead. And from the waters below, giant slithering creatures assault the tiny craft, threatening to overturn it. Yet they persevere, sail through clouds of steam into the unknown, beneath the hissing waterfall. A series of branching caverns beyond the wall lead them at last, after many dangerous encounters, to a river of lava and another vertical rock wall. Bridging the fiery river they climb upwards, the smell of sulfur and ozone leading them forward to their fate. Further forks in the path and indomitable enemies nearly destroy their hope, but ingenuity and determination see them through to the bank of an underground stream – behind which a giant iridescent blue dragon looms. A battle of wills and deadly breath weapons finally leads them past the beast into the collapsed tunnel beyond. Can Umberto spur the group on to one more effort through the darkness? Will Eric once again persuade their animal enemies to grant them passage? Or will Cassandra’s natural knack for danger draw them into an inescapable trap, one which even Galena cannot see a way forward from?

**BRIEF BIO**: I started playing AD&D in late 1981 at U of Waterloo while doing my MSc in Physics. Generated my own campaign world during 1982‑1983 as mental relief while writing my MSc thesis. Have run at least five or six parties through various adventures in that world, including groups in Waterloo, Ottawa, and Toronto. I invent my own board games, and have prototyped and playtested at least 200 such (many through my gaming group in Toronto, but most with non-gaming types since they are generally not 'gamer only' games). I am an avid audio/video creator, mixing music and video to create expressive themed work. I also write fiction, have 'penned' over a hundred and fifty science-fantasy and fantasy short stories, as well as four audio novels/plays (with live characters and sound effects) and twelve novels. Until the end of 2019 I worked as a Professor in Electronics and Computer Engineering Technology at an un-named college in the Toronto area. Now, though, I can devote myself more fully to my various passions!