

## **0:00-0:36 - Intro Music**

## **0:37 - Intro/ News**

K: Hi, welcome to 2 GMs 1 Mic. I'm Kevin

J: And I'm Joe

K: And this is Season 6 Episode 6, Saturday Night Special Gen Con Retrospective, live from my basement.

J: That's right. I believe that Kevin's term for our inability to get this done Saturday night of the Con was calling us "shit bags"

K: I do believe that is the term I used, Joe.

J: It's a good, accurate term. So we're shit bags and this is 2 GMs 1 Mic

K: We're sorry for the delay, it's just as Gen Con gets older and fonder in our hearts, we have more people that want to see us and spend time with us which is really weird because not even my family wants to do that. So, it's very uncomfortable but a very warm feeling. I think it's what you call "friendship" or "love" ?

J: I imagine. I usually only feel it with my spouse and son, so to feel it with people at Gen Con is strange. Also, as we have been to more and more Gen Cons and found more and more friend bases, we basically started partying our stupid asses off pretty much the entire time we're not in the exhibit hall

K: I will tell you this now, if you ever want to hook up with the 2 GMs 1 Mic train, it does not stop until about 3 in the morning and then the regret starts again at 6.

J: Yeah. I'm not saying that we can out party all of you guys in TV land, I'm just saying... we can fuckin' out party you guys. We'll party you into the goddamn ground. Gen Con is 4 days of gaming, 10 hours of sleep. Yeah!

K: It's true, that is the approximation of what we have.

J: we haven't been too big of a shit bag group, because my voice still hasn't recovered from Gen Con, so

K: I am the only one that bounced back the best.

J: Yeah, I don't think I have Con Crud, but I am definitely not recovering very quickly. But, I am also the oldest amongst us

K: Poor Amanda got Con Plague like nobody's business. She's been out of commission for like 3 days now.

J: Shout out to Amanda for taking over the social media

K: Yes, if you want to interact with us, there is now an Instagram, and the Twitter is more active because the transcriptionist/ associate producer is now really making us look like not lazy bastards

J: We now have active social media

K: I mean, it's not that it was inactive, I mean we were always there... watching, waiting

J: But we both have Bastard Lazyitis. Or would it be Lazy Bastarditis?

K: I think Lazy Bastarditis is the scientific term Joe

J: I would like to say and go on record, actually this is a secret, we shouldn't tell anybody this. I think it's just because we're creatives and that really our strength lies in the creating of the content and it's our wonderful supportive team that backs us up

K: The 2 GMs 1 Mic empire is built upon the backs of many slaves. Many wonderful slaves that are better than us.

J: Yeah, they're not really slaves. But if you guys can keep a secret then we're good. No one has to know that

K: Don't tell anyone that Jay and Amanda have value. We don't want them to demand anything like better hours or like days off

J: Or like to get us to do anything other than this part

K: Yeah don't let them find out

J: Yeah so we'll just pretend that they're not going to hear any of this

K: This is between us and our single listener

J: This is between all 3 of you listeners and us, okay?

K: Secret. Alright, so should we get into the meat of Gen Con?

J: Yeah, let's do our Gen Con retrospective. Let's talk about it.

#### **4:13-5:08 - Music Transition**

#### **5:09 - Main Discussion**

J: And we're back to talk about the Gen Con retrospective.

K: Slash Saturday night special that happened on a Wednesday.

J: Right, yeah so this is the Wednesday night special, probably coming to you on like a Friday or a Monday or some shit

K: we're pretty much just going to shotgun all of the episodes that have been waiting to be released but haven't.

J: So when you listen to this one in the pile of 3 that just got released, now you know why. So the other point of order with Gen Con is because we're a little bit further, when we were at Gen Con I felt like there were less people there than last year.

K: It did feel like that but I think it's because they opened up the aisles more

J: They opened up the aisles by 18 inches, I looked it up

K: Ahh

J: Or 36 inches maybe, no... it's about a foot on either side of the carpet, so 24 inches on each aisle

K: Well they needed them

J: They did and it turns out that Gen Con did break a record again

K: It always breaks a record

J: Yeah, people who actually played games was 61, 000. Last year was 61,400. The Turnstile attendance was, if I recall correctly, almost 200,000 or more.

K: Sounds about right

J: Yeah, it was a lot of fucking people. It was huge.

K: It always is

J: It was weird because they had opened the aisles but they hadn't talked about that at all. So, it seemed like it was less crowded but everybody was having a great show from a business standpoint. Everybody was doing well from the friends of the show. We have a lot of shout outs

K: Very many shout outs.

J: We got **Troll Lord**, we got **Third Eye Games**, we've got **Shadows of Esteren**, we've got **Syrinscape**, we've got lots and lots of friends of the show.

K: We Have Issues Publishing, who happens to be **ZynVaded**. That's the booth I worked again for like the 4<sup>th</sup> year in a row.

J: And if we are not complete fucksticks, this show may be out in time for you to back their kickstarter. The Zynvaded kickstarter

K: Which is very reasonable and will get you into the game for you and a friend for a nominal price.

J: That's right. It's actually a good deal

K: And, and worldwide shipping

J: So yeah, so there's that. What were your impressions of the show, other than it seemed less crowded?

K: It seemed less crowded but this year had a lot of good games. Last year I felt like very little, in terms of numbers of new stuff, came out. This year there was new things everywhere. Every booth had something new. Every booth had something big and new. Every major publisher had some big new thing to unveil. It was awesome

J: It was. On the roleplaying front, everything was new. It was badass.

K: It was great

J: We got to see the 7<sup>th</sup> Sea book. It was my first time. They had apparently shipped them while we were at the con or just before. A lot of people were getting them. I hadn't gotten mine before we left.

K: Mine showed up on my doorstep on like Saturday night.

J: That's awesome

K: So it sat there through Sunday and I came home to it and I cradled it to sleep and welcomed it to its new, rightful place.

J: Mine came today, actually. The day of recording. So, I have it and have loved it since you have started listening to this with your ear holes.

K: There you go

J: But I got to see it in person and as much as I liked the PDF, because of course the backers got the PDF and got to read it, the PDF did not do the book justice. It's much prettier in person.

K: Oh yeah

J: I don't know why. Normally they're about equal in my eyes but it seemed like this one was just much better. I guess I like books better

K: Well we all know my opinion on PDFs

J: Right. So I was very happy to see that. They had both the core book and the limited edition core book which Amanda picked up.

K: She did

J: And it's gorgeous

K: It is. I'm pretty sure she'll be buried with it.

J: mhm. There was a lot of cool pirate stuff. There was the **Blood and Plunder** game was there.

K: That looked really cool.

J: They didn't have any miniatures there. Just the free one they were giving out to the backers or people who played the demo which looked really neat. I look forward to downloading and reading the rules for that. There's actually a couple of minis games I want to get the rules for coming up. Speaking of miniatures games, there was also that really cool cowboy game that we saw

K: Oh **Exiles**?

J: was it called Exiles?

K: I think it was Exiles. All I know is if you've been following the Facebook page, you got to see the most unflattering, terrible picture of me holding a marble that means I won something

J: I got a rock from the same spittoon

K: I got a marble which means I get something in my e-mail. It's probably poop.

J: Well if it's not poop... well even if it is poop you're going to have to share it with the listeners now.

K: it's true, it's true. Shout out to Exiles people, you guys were awesome.

J: Yeah they were really cool and their game looks really neat. It's a kind of fusion roleplaying, miniatures game built with a very DIY aesthetic that I very much appreciate.

K: It looks really good and they did it all themselves and you can't have anything but respect for those guys.

J: No, you can't. link in the show notes guys.

K: **Mindworm Games.**

J: There were a lot of people that were debuting the stuff that they had Kickstarted previously and offering it up for sale to the general public. That seems to be the way of the new Gen Con. This brave new world we're in is there's a late winter, early spring Kickstarter and then all of the stuff comes out at Gen Con.

K: Which is really nice

J: Yeah you get to see all the physical products for the stuff that you may not have backed or may have been on the fence about. You can go pick up the products at Gen Con and then later for general release. So it was pretty cool. It was really neat to see some of my favorite games in person some more like the Dungeon Crawl Classics stuff was like - I hesitate to say it because it makes me sound old when I'm trying to sound hip, but their booth was basically off the chain

K: Oh Jesus Christ

J: I know, I went there because their booth had so much cool shit. So did Troll Lord. I mean Troll Lord basically had one of anything. They were running a special at the con where, for \$500 they'd give you one of everything in the booth.

K: That is pretty cool.

J: I can't remember who did it. The Trolls set it up on the first day and realized that it was almost \$2000 worth of products [laughing] so they were actually losing money on the deal.

K: Did anyone take them up on it?

J: I did hear of at least one guy took them up on it. Apparently people didn't take them up on it because they didn't know how to get all of the stuff home.

K: Shout out to that one guy!

J: Yeah dude, he's the best. I saw that and was like "Whoa that's a good deal." One of everything for \$500, it was pretty funny

K: I was very sad to not see our friend Wolfgang Baur

J: Yeah, Kolbold was represented by Paizo. I'm pretty sure they have a publishing agreement, I'm not really sure. But I really wanted to see Kobold's new Tome of Beasts, but apparently it didn't quite make the con. I really wanted to see a copy of that. That's the new 5e 3<sup>rd</sup> part bestiary. There's actually a lot of Kobold stuff I want to get my hands on. I know I really want to read the deep magic book, the 13<sup>th</sup> Age version in particular... for reasons we'll go in to later. But overall there was a lot of really neat shit at the con. I was super happy. I got to see a lot of the stuff buzzing around online, I got to see it in person. A couple of new places opened up. A couple of new releases from new companies who had their booths at Gen Con which is something that is apparently more and more prohibitive every year but hopefully they'll continue doing it because there was some really cool shit there this year.

K: I just look forward to every Gen Con being as good as this one.

J: I believe they will be. So far everything points to yes. Last Gen Con was very disappointing. Now that Kickstarter's kind of hitting itself into full stride as the #1 distribution tactic of the industry, it appears that people have figured out how that shit works and are now using it for Gen Con so that means that there's a lot more products available. I don't know if it was a Kickstarter, but I actually picked up Grimslingers

K: you did?

J: Grimslingers is a card game where you are wacky western—well it's not wacky, it's actually a grim, dark game, but you are dark wizard gunslingers having gun fights, or you can turn it into a co-op game where you follow a story almost like a roleplaying game.

K: It looked really cool. We never got a chance to play it

J: No, we didn't get a chance. We partied too hard. Though, the first night when we were there... Wednesday night—no it was Thursday night. Generally we try to buy a game for at least one night so that we can all sit in the hotel room and play a game but it was like the 11<sup>th</sup> hour and we had to go buy a game like right now before we left and so we were walking by one of those booths that sells all the old collectible card games and Kevin said "Let's get Pokemon" and I was like "Fuck Pokemon I'm too old for Pokemon, I don't understand Pokemon. I'm too old and I'm going to make a mistake" and I bought the Wars CCG. I bought us all a deck and then a big box of boosters and wow that game blows ass.

K: I'm sure someone somewhere out there has played this game and is like "What are you talking about?? That was my favorite game circa 2003"

J: Yeah. It was... Decipher made it.

K: I have to say, if your cards have like 19 values on them and they all factor in at the same time, you might want to go down to like 18... 17

J: Well one of the issues with collectible card games in general, but in this one in specific is you can't read the rules until you've paid your money and I remember opening the book... and I didn't notice it as heavily as you did but their like first suggestion is "if you want to play this, find a friend who knows how to play"

K: That is exactly what it says in the book

J: It says, "Otherwise, try to read this book and figure out what the hell is going on". We got about halfway through the first turn before we were like... what?

K: It's because I started reading all the rules and I'm about halfway and I was like "There's still 30 pages in this booklet... I'm done, I'm tired. I'm just going to go to bed" and then Joe's like "No, we got this game, we have to play a game it's Gen

Con Tradition.” So he sits down and is like “I do this, and this, and this “ and I was like “You can’t do that because you don’t have this value” And he was like “I didn’t read that far” so he reads and he’s like “Okay I can’t do this but I can do it this turn...but now this changes... and this changes... oh my god this is unplayable”

J: Yeah we were like “This game sucks”

K: So we were like, maybe we’ll pull out them boosters maybe that will make it better. It didn’t make it better

J: No, but Kevin did have the amazing idea that next time we play a sci fi game, we now have cards for it.

K: And it’s true. I mean the cards are gorgeous and they’re all unique to whatever setting it is so they don’t really impede on any metafluff

J: I mean the human stuff was, I think, just generic sci fi stuff like blasters and armor and missiles and stuff

K: And then the alien rifles were alien enough that you could just attribute them to anything

J: Honestly, in thinking about it post- Gen Con, I thought the Wars RPG would be a good expansion deck if we ever played Ashen Stars

K: It would be pretty good for Ashen Stars. I’m still holding out for Terracide

J: Terracide?

K: Yeah, that one game by Blackwyrn Games. The earth is destroyed and you have to try and figure out who did it

J: Oh yeah that would be super fun. Yeah I remember that. We should play that

K: I love that book, it’s set up so good.

J: There’s just so many games. So many cool things that I want to play and Gen Con just brings that home but in like the nicest possible way

K: Oh I know, it’s one of those things that, the more we podcast and the more these big bucks keep rolling in, eventually we’ll just be able to play games and not have to work.

J: Well, that day is not today

K: Nope

J: We actually played good games too. It’s not just Wars. What did you play, you played something cool

K: I did, I got to play the—I originally was reticent to even look at it because I'm not a fan of taking a video game and turning it into a board game, but I had seen it was there and I thought it was cool because I am a big fan of the Playstation 4 game **Bloodborne**. They turned it into a board game, and generally when that happens it's just a cash grab, the game lacks mechanics, it lacks depth, it doesn't emulate the game like it should or it's just completely off on some wild tangent but in this case it actually is really good.

J: Is it similar to the game?

K: It's similar to the game, the mechanics pretty much emulate the game perfectly and it's one of those cooperative, screw your neighbor games, but it's not so straight up screw your neighbor ... it's not stale

J: So it's not like—so Munchkin follows a very formulaic pattern where everybody has to help each other and then you kill each other off. If I recall correctly, Cutthroat Caverns was the same way,

K: Yes

J: And then this game plays the same way but it's not as formulaic?

K: This game plays more similar to Cutthroat Caverns with more mechanics that are in line with that, but it's much less... for me Munchkin is just boring.

J: I understand

K: I've gotten to the point where I have played so many Munchkin games that I am not surprised by anything. You know what turn this person is going to turn on who and that kind of thing

J: Did this one have as many moving parts as Cutthroat Caverns?

K: Yes, it has just as many moving parts and the cool thing is, much like the Bloodborne in the game, when you die, you're not out of the game unless the specific boss you're fighting at the time takes you out of the game after you've died too many times

J: Oh, okay, so the game can take you out more so than the other players or—

K: What happens is, in the game for Playstation when you die, you go to the Hunter's Dream and then you respawn and then you try to do it all again. In this game when you die, you go to the Hunter's Dream and then you respawn and try to do it all again but if you have blood points when you die in your non-banked pool, they all disappear and the whole premise of the game is to get as many as you can and have the most at the end.

J: Oh okay

K: But you can also get trophies and stuff like that. Then you fight seven random monsters of varying difficulty and then 3 mini bosses and then a big boss. Then the big boss impacts the way the game is played from start to finish and then all of the other bosses all have mechanics and stuff like that and then eventually you start encountering weapons that do damage or they screw your neighbor or if you get one like this it does one less damage... stuff like that. Honestly, it's a lot of fun

J: Yeah, you seemed like you had a lot of fun. I was playing a different game at a different table

K: The way that was set up was drunk people got to play exploding kittens, sober people got to play Bloodborne. Originally I was like "Are you kidding me, I had to be designated driver on the day that I wanted to play the game over there?" but it all worked out because I had a really good time. So much so that I was actually going to buy the game, but then last day of Gen Con, we're running around like chickens with our heads cut off and the hall closed and they were like "Weren't you going to buy that game" and I was like "Oh yeah... dammit."

J: Then I was like "Oh yeah there was a game I was going to buy, too." I was going to buy **Simon's Cat**. I played a demo of it at the Steve Jacksons Game booth. It was really cool

K: Yeah?

J: Yeah. It's a game where you basically play cards of different animals or cats making messes and it's like Uno so you match the color, the suit or the number, and then whoever can't play the next trump card gets the whole pile and that's their mess. They get blamed for it, and whoever gets blamed for the least amount of points worth of messes wins

K: That's pretty fun

J: Yeah, it's a little game, it's only 50 cards or so. It's not a real big one and it plays in about 5 minutes.

K: That's fun

J: That's the kind of game I like. I did get to play **Exploding Kittens**. I got to play it twice. I got to play 2 full hands and then the one hand the night before. Exploding Kittens, if you've never played, is where you play a card, draw a card, and there's occasionally explosions and you have to pass them along basically. Pass them up. It's a pretty simple card game, but the illustrations are from The Oatmeal, so that's hilarious. The game is actually quite a bit of fun. It's very light. Which is good for, well, drunk people.

K: And it was.

J: Yeah, we played 2 full hands while we were drinking, so it was great. I'm sorry I can't give you guys a better review, but, as Kevin said, we were the drunk table.

K: Drunk table got the fun game and I got the tactically challenging game, but you know, at the end of the day we all had our fun. So, shout out to Skylar who I think was working the Shadows of Esteren booth who brought it along and played.

J: Yeah, because I remember as we all sobered up, or as I sobered up, you were like "I was at first kind of pissed I had to play Bloodborne but it was actually really good" so there's that. I also ran 3 games. The first game I ran for the con was **Apocalypse Prevention Inc.** which I'm probably going to talk about in detail in a little bit. The adventure was called Blue Card Duty, which is a piece of the world wherein you have to basically do health and welfare checks on demons as the regulatory agency and the first two are doing things that are technically illegal but they're totally inane, like they're totally benign, they're just technically illegal, and then the third person's all fucked up. I'll give you guys some spoilers and shit when we get to the next segment. The other game I ran was **Low Life**, of course. I ran it twice. I ran Sinister Secretions of Stan's Rug. I've run Low Life now, half a dozen times at Gen Con and I can tell you, my first game, shout out to Becca for being the only person who actually signed up to play Low Life. Everyone else just signs up because it's the last Savage Worlds game to be open. Everyone who sits at that table, out of six games, I have had one person... so six full games of eight... that's a lot of people. I can never do the x6s, that was the worst part of my times tables. So out of 8x6 people, only one person has actually sat down expecting to play Low Life. She actually brought her own character with an illustration and everything. She played a Marshfellow who was actually a pink peep bunny who was hunting for the microwave. That was her entire raison d'être was to find the microwave. Her name was Do Not Microwave, DNM. But anyway, it was a fun game. Sinister Secretions of Stan's Rug, it's actually a pretty standard dungeon crawl. You go after people who are missing. You find out they all turned into lichenthropes that exist in Stan's Rug. There's an evil temple in middle of Stan's Crack that collects the odorous funk that wafts from the hole in the ground and then you fight the lichenthropes and then go home. Then find out later that you're all lichenthropes now because apparently if you touch the lichen at any point, it's all sticky, if you get any of that resin on your hands, it turns you into a lichenthrope. That's the sinister secretion.

K: Hilarious.

J: Yep, yep. Very typical Low Life. It was fun. The first session I ran, Becca was basically my back up because it had been almost a year since I had run Savage Worlds so I kept screwing up the rules and at first the dudes across from me were getting super mad that I didn't know the rules all that well and at one point I told them "dudes, I haven't run this game in like a year, just correct me. It'll come back. I just haven't run it in a while." And then our house rules, I didn't realize that our damage was a house rule where every raise over the target gives you a D6. That's a

house rule. You're only ever supposed to get one d6. Then I did not use our roll agility and get extra cards for raises. I didn't do that. I just did one card for everybody, which, at a con game, worked great. I think Savage Worlds as a system is actually really awesome for Con games because it is so simple and so quick

K: It's simple enough to get everyone engaged.

J: Yeah and then everyone knew the system. Everyone who comes to the Low Life tables when I play, they know Savage Worlds even if they don't know jack about Low Life, which the vast majority don't know Jack about Low Life. You guys should totally go out and get Low Life, it's the best game ever. Andy is a friend of the show and we love him

K: Love you Andy.

J: Love you Andy. So, you guys should support Low Life. Link in the Show Notes. So those are the games I played and ran

K: I demoed a lot of ZynVaded. Shout out to the guy who is the winner and gets ice cream. He then proceeded to then set the tone of the entire weekend as "Winners get ice cream." When Shadows of Esteren won their Ennie for Best Cartography, I told their translator "I'm buying you a drink" and Clovis told me "I don't really drink, I don't really like it" I was like "That's fine, I understand. How about I buy you a Coke?" and he was like "I can't ask that of you" and I was like "Clovis, I'm buying you a drink because you're a winner and winners get ice cream" and Clovis was like "I don't understand" because they don't have that stupid phrase in France because only Americans say stupid shit like that. So I explained it to him and he was like "That's actually pretty funny" and I'm like "If you say that to anyone around here right now, they're going to laugh their ass off" and sure enough, he did it and it worked and it set the tone for "Winners get ice cream"

J: Yep, I believe at one point one of them pointed to himself and just said "ice cream" and we just lost it

K: That was Christophe. Shout out to Nelyhann, Christophe, and Clovis. We love you.

J: We love you. Friends of the show. Shadows of Esteren, another game (Link in the show notes) that you should totally check out if you haven't already

K: Everything they produce this year is so gorgeous.

J: It's beautiful. Everything at their booth was beautiful. They even did, we picked up —well I picked up the Cave Tiles, the map tiles, which I'll be honest... I love Shadows of Esteren, love their crew, I don't know why they did a map tiles set, but I'm super glad they did because it totally works with Endless Fantasy Tactics

K: And now we don't have to paint terrain

J: Right. If we like the game, I'm totally going to pain terrain, but for now we can actually just start playing it which is badass. So yeah, we had a good time doing that.

K: It was a good Con

J: It was a very good Con. If you've never made it to Gen Con, I'm sorry. I'm so, so sorry. If you can ever make it to Gen Con, look us up. We'll be tweeting and facebooking and doing Instagram? Don't we have an Instagram now?

K: We have an Instagram now.

J: We have an Instagram now, so I'll figure out what the hell to do with that. You're probably going to see a lot of half-empty drinks and dice on the table, is my guess.

K: And if you really make us mad... dick pics.

J: Yeah, maybe some of that too

K: Nothing but dick pics

J: Honestly, it's funny, with our new Instagram, it's too bad we hadn't invented that like 2 weeks ago when we were playing minis games

K: That would have made sense

J: yeah that would have been awesome but you and I are the aforementioned shit bags when it comes to social media so...

K: Well, I mean when it comes to Instagram, it's mostly miniatures gamers for that reason. You show off your minis. I mean you can't really Instagram pictures of your character sheet and have everyone be like "Oh man, that's a really good job, you really wrote in the lines there."

J: I know, or like a picture of everybody laughing.

K: This is a good time, you're not having it. Here's an Instagram picture

J: Here's a picture of the theatre of the mind.

K: This is why Joe's thinking really hard. You can tell because his mind is open, but his eyes are closed.

J: Right, but we'll figure it out because we now have a social media person who's going to handle all of that business. No pressure.

K: We're just old

J: Yeah, well I think I'm just old enough that the social media engagement given to me through podcasting is just enough. I love connecting to all of you in TV land directly through your ear holes

K: I am just so much of a misanthrope that as I get older, I become more and more jaded when it comes to social media

J: But we love you guys

K: I do! I do love you guys, it's just that I don't like twitter. I can do twitter, I've done it before, you guys engaged me, you loved me, but when there's not a con going on, I don't want to be boring. I don't want to be like "Having this sandwich #gaming #yoloswag" I don't want to bore you, I want you to have nothing but premium gaming content on the reg, but I can't give you that because I'm not gaming every minute. I don't wake up and be like "I put on my DM slippers and roll for start the day" I'm not like that. I wake up, I sit on my phone, and then hate all my life choices.

J: I actually do. I put on my DM Underoos and go to work every day

K: He puts on his wizard robe and hat and casts level 9 eroticism.

J: I do. It's the best. It's my fave.

K: But yeah, that was Gen Con. I mean, there was more to it. I mean, I played the shit out of Pokemon Go and when there's 700,000 people doing the Pokemon Go, it's awesome. I caught so many nice things. All the people that listen that play Pokemon Go care, Joe does not.

J: Nuh uh. Well, I'm glad you had good fun with Pokemon Go, because let me tell you, Wars sucked.

K: It did, we should have played Pokemon the board game

J: We should have played Pokemon the board game or Pokemon the card game or even anything Pokemon related. I should not have let my age blind me. I am just old enough to have missed Pokemon and I should have listened to my heart and viewed people who were looking at their phones with pure unadulterated joy and followed that.

K: Oh, before we go to the next segment, shout out to Matt and Janet, it was great to see you.

J: Yeah, I'm sorry I missed you guys

K: Also, Matt, I know you loved Pokemon the card game. You didn't let your age ruin your joy.

J: That's a Joe thing. So let's move along to favorite games before I get depressed

K: Too late

### **31:56-32:46 - Music Transition**

### **32-47 - Joe and Kevin's Favorite Game of the Week**

K: Welcome back!

J: Yes, time for Favorite Game of the Week

K: And I will go first because I am the better man

J: Okay

### **[32:56 - Kevin's review begins]**

K: So, I have picked a game by Robert Nolan called **One Foot in the Grave** and it is **Creepy Doll Studios** and I have to say that this is probably one of the most unique and fun takes on gaming I have encountered in many years. The whole premise of One Foot in the Grave is that you are geriatrics in an assisted living facility trying to survive a zombie apocalypse from the inside.

J: Is it an adventure for a specific system or is it one of those adventure/game hybrids

K: Adventure/Game hybrid.

J: Oh okay, cool

K: It has its own system and honestly it's like the perfect one shot in my opinion. It has a system that is complex enough to feel like a game, yet simple enough to run in one sitting. It's got some hilarious intricacies to it, I should say. It doesn't have typical stats of strength, dex and all that. You have like Wind because you're old and you get winded by doing things and everything costs wind. Walking costs wind and gripping something costs wind. So you have all kinds of hilarious stats that are like Grip, Reckon, Yap, Spot, Shuffle, Tussle... and they all take wind, but you also have Stink which, as your Stink gets higher, zombies don't notice you as much but people hate you more because you stink

[laughing]

J: because you're old...

K: Pretty much the whole premise is that one of the guards comes in and talks about how he doesn't feel so good and how he got attacked by a hobo on the way in and he's sleeping and then turns into a zombie and no one really paid attention to him falling asleep because he does that anyways. So the whole premise of the game is

that you're trying to get out and survive the zombie apocalypse but you have to find the other guard who has the key and his name is Ed and Ed assumes everyone is a zombie and he runs away from you and he's kind of a dick and you have to either like fight him for the key or you have to convince him to give you the key. Then it talks about how if you really want to be a jerk you can make it so Ed runs away and then locks the door behind him so that you can't get to him. Honestly the game is really well thought out because there's also a bingo card system and if you roll all sixes on one of your rolls, you roll bingo and then you roll for the bingo sheet and you use 2 d6 and you try to make bingo and if you make bingo the game automatically ends and you win but everyone else dies

J: Yeah doesn't the army show up and kill everyone but you?

K: Yeah. And if you call out bingo but you don't have bingo, you die

J: Oh, so you've gotta be careful

K: Yeah, so don't be like "haha bingo." Well you're dead. And there's random encounters. Like every time you turn a corner you roll to encounter. It's usually zombies or it could be an old person or it could be an orderly and you can find gear. The gear is hilarious because you could find like motor scooters. And noise level is very important so if you're too loud, zombies come. You attract their attention. Zombies, I love the part where it talks about how to run convincing zombies. They distinctly say these zombies should not be winning Kenyan marathons and I agree with that whole heartedly. So they talk about how zombies should not be looking at you and they should not be able to reason as to where you are. Can they smell you, do they hear you, then do they notice you? There's even rules for groups of them, how as a group they're better at grabbing but worse at maneuvering. Honestly this is probably the most fun you could have while having a couple beers with people that are like "I used to game, but I don't game all that much anymore, but I wanted to hang out for like a few hours." Or your group needs to take a break from your 20 year long campaign because the magic is dying just like my dreams

J: It sounds like a really good self-contained one shot. Almost like a board game version of a roleplaying game.

K: That pretty much is what it is in my opinion. It's almost like a board game minus the board. The board is your imagination!

J: Yeah, it sounds really funny. I mean, it has that set ending and it's got this neat little mechanic in there. I've read it too and I have to say I agree with you in everything that you've said. If I remember correctly, there's like a chase mechanic where you can like throw shit on the ground and then the zombies stumble on it.

K: Yes, you pretty much can start knocking stuff over because there's a gap, and if you get your gap to I believe 4 or 5, you get away. But, to move costs wind and the

zombies lose chunks, so zombies have 10 chunks, you have 10 wind. As the zombies lose chunks, they lose body parts and start to dissolve, so if they're sacrificing chunks to catch up, their entrails are falling off or their legs are falling off and they have to crawl after you with their arms

J: Once you're low on wind, can't you randomly fall asleep?

K: You fall asleep or become incapacitated and you have to be resurrected with like an epi-pen or a defibrillator, but if you don't get resurrected and you take a damage while you're out of wind, you're dead and you turn into a zombie. Then they talk about how you can either play as a zombie or you can make a new character. Another funny aspect is there is a die and if you roll bad on it when you're trying to roll something can happen.

J: Isn't it called the Oops

K: I think it's the oops. I know there's an Oomf. Everything is hilariously labeled. It's a little hard to keep track of it all right away, but it's hilarious because—

J: But you're referring to the senior moment -

K: Oh it's the disability dice. So when you roll on it, if the Oops dice comes up a 1, the player must roll on the chart below, which is either Eh? You didn't quite hear it and so you just say "Eh?" really loud and you don't say what you thought you said or you didn't hear what someone said to you or you have a noise level 2. Flatulence, you fart. There's incontinent where you shit yourself and you're at Stink 5 and -2 to Yap rolls if you don't make it to the bathroom and clean yourself. There's Lapse where you forget what's going on entirely and you freeze for one turn. There's nap time, you fall asleep and it takes an action to wake up, or Spill, which is the worst where you make a noise level 2 and you fall to the ground and it takes 3 turns to get up or someone spends a turn to get you up.

J: [laughing] oh my god

K: Honestly, it's like real life simulator of what it's like being old and it talks about how you're not spry. Your body has become the enemy. I think this is a real good game to humble the fuck out of people who min max the fuck out of themselves.

J: Yeah, since you mentioned that, I think there's a rule really early in the game that says you have to roll for everything.

K: Yeah, you do have to roll for everything. Everything is a contested roll. There is no easy task

J: Yeah like tying your shoes, opening peanut butter, they're like "you just gotta keep trying because you might not be able to do it."

K: And you can continuously try to do things if you fail. You know how people make a notice check... oh you failed? Well you didn't see the glowing dagger so now you've missed out forever. Instead it's like, you failed to tie your shoes? Try again

J: Spend a wind

K: Try again, try again... oh you finally got it. Now the zombie's on you.

J: And you spend Wind too, almost everything takes wind

K: Everything takes wind out of you

J: And you can sit and rest and get like a d6 back or something.

K: it takes an entire turn of rest

J: That game sounds fantastic, I really want to play that.

K: I think it is short, but it is worth it.

J: Yeah, it's a really cool sounding game

K: This is definitely one of those games that's like "Alright who wants to play this hilarious game I just got, it's going to be awesome. It's zombie apocalypse. " And everyone's like "I love zombies!!! Let's play the zombie—what do you mean I'm old? What do you mean everything sucks?"

J: "Why is everything so hard??" Yeah that game sounds fantastic. What's it called again?

K: It is called **One Foot in the Grave** by Robert Nolan.

#### **[41:45—Joe's review begins]**

J: Link in the Show Notes, folks. That really sounds cool. So my game, I actually ran it at Gen Con. I ran **Apocalypse Prevention, Inc.** 2<sup>nd</sup> Edition by Third Eye Games, Written by Eloy Lasanta. Friend of the show, shout out to Eloy.

K: Hi Eloy

J: The adventure I ran, as I said earlier, was called Blue Card Duty, but I'll get to that in a sec. I'm going to kind of do 2 games here, sorry. So Apocalypse Prevention, Inc. is kind of Men in Black meets Buffy. It's a humor, secret agent game in which you are protecting the world from demons. So, the Earth is part of a multiverse and there are a bunch of other worlds that can connect to Earth all over the planet and some of these worlds are destroyed, some are in the midst of being destroyed, some are fine or just uninhabitable by humans. There are various demonic races that have crossed over into our world. Apocalypse Prevention Incorporated is the current face of a several thousand year old organization that has protected the

world from demons and demonic incursions all of that time. Nowadays it is run as, I believe, a publicly traded organization that has a bunch of normal, non-supernatural stuff, because obviously the supernatural stuff is supposed to be secret. They have some high technology that the rest of the world doesn't, so they have access to cyber ware and super advanced gadgets. Like, one of the gadgets is called the Image Emitter and, if you're a legal demon and you're issued a blue card by API to exist on the Earth and live a normal life, you're given an image emitter so that you can look like a normal human when you're out on the streets. It's illegal to turn it off outside of your home. The system uses Third Eye Games DGS system. It's d20 based, although it's not based on the d20 system, it literally is based on rolling a d20, all you ever need is one single d20. You roll a d20, add your stat, add your skill, beat a target number. That's the typical—usually hard is 20, typical is like 15. So you're getting pretty high numbers. Rolling high is good. The combat system is awesome. So, much like Scion, which has one of our favorite initiative systems, the initiative is rolling. So, at the beginning of the turn you roll a die and add your initiative modifier and it will give you a number between like 20 and 30, is what I got at the table. Every single action you perform, whether it's a defensive or offensive action—and by the way you get to react in this game

K: That's cool

J: You get to react defensively but it costs you speed. So it keeps going until everyone's at 0 and then you roll initiative again. So it's got this kind of rolling initiative system. Now, for the demo game that I ran at Gen Con, I didn't use the full speed system, I used attack—normal attacks are 5 speed, normal dodges are 3 speed. Now there are a lot of different combat options that make you more or less Kung Fu depending on what kind of game you want. There are special martial arts styles and then special gun fu things that you can do that change the speed. One of my favorites is for 6 speed, you can attack for pain where you're not actually trying to physically debilitate them, just hurt them, so you won't do any damage but just eat up their initiative.

K: That's funny

J: Then there's different, like dodging is 3 speed and actively blocking or fighting back is slightly more speed and so it's got this really cool rolling initiative system that I really like. Unlike, say the Rapid fire system from Remnants or Warbirds, you do roll separately for damage and whatnot because almost every combat roll is going to be contested.

K: That's awesome

J: Yeah, the game is really cool. In the game I ran... so Blue Card Duty is considered a punishment duty in the world of API. It's a health and welfare check on the demons that live in the world. **Spoiler Alert!** If you're going to play Blue Card Duty, I apologize for any spoilers, please skip ahead [Skip ahead to 53:07 to avoid

spoilers]. In Blue Card Duty, all of the PCs are whoever you bring. Everybody has to make up a reason why they're being punished, or maybe they just really like this duty or they were just randomly assigned it, there might not be a reason. There's three families you have to check on. One is a family of fire demons, the mother of whom died recently, within the last year or maybe a year ago. You're checking on the family and everything's okay except you find out through a little bit of investigation that the dad's acting a little nervous. You find out it's because he has imported a delicacy from the home world, some kind of egg and a larva that they find a delicacy that they cook up and eat. Humans can eat most of the food too. However, these larva, if they pupate, they turn into basically Tremors... the tremor worms. So it's legal for them to buy and own them, but it's illegal to allow them to pupate or to come out of pupation. You find out that in his walk in freezer, he has like six of them, and three of them that have gone past because he waited too long, so you have to decide what to do. In this particular case he has a 7 year old, a 12 year old and a 17 year old who is a prime candidate to be recruited into the API, so you have to decide how to deal with that. In my group at the con, they were actually nice and they didn't ticket the guy or arrest him which were both within their rights. Instead, they made him slaughter them and cook them and then he fed them lunch. The next family is not a family, it's a single dude who's a shut-in. he's a minor race from a water world. He doesn't get along with, in the case of my group, one of the water demons that was one of the agents, so that was kind of fun to roleplay. But he's a complete shut-in who has an etsy store. He makes snow globes, but he never leaves his house. They check on him every year and no one's noticed, the company has labeled him as agoraphobic but he's always super friendly. So, you come in and his house is clean, he doesn't act like a shut-in, but apparently even under surveillance never ever leaves his house and you find out by being friendly with him that his emitter is broken

K: Aww

J: His emitter is broken and he doesn't want to buy a new one because they're expensive. So, he has a cousin who works for API who's trying to hook him up with a refurbished one but his cousin is kind of a dick hole who hasn't given him one and is kind of stringing him along, so the PCs actually issued him one themselves. They wrote up a special voucher for him to send in the broken one and they'll get him a replacement

K: That was pretty nice of them. How did they not fix that with fire though?

J: Well, that was the third one. The third one was a lady that hasn't been checked on in five years because five years ago, she has helped kill a - there's these demons called Tarks that are massive demons that attack children, they eat babies, so they attack daycares and kindergardens and stuff, so they're bad news, right. She had helped kill one, she had actually killed one herself that was threatening an agent and so she wasn't interested in joining the agency, but because she did a good

deed, they just didn't check on her for five years. Well, the PCs go to check on her and she's always told everyone where she moved and whatnot but what they didn't know is no one ever cross checked where she was moving, they just saw that she filed the paperwork and followed it. So the PCs end up in the most horrible neighborhood in your city. Absolutely terrible. She lives in a basically condemned city that's full of squatters. Everyone's acting all shady and creepy and when they knock on the door, they hear a chain break and a window open. So, of course PCs being PCs are going to break down the door, right? Well she has these two giant alien bear dogs in there and they of course attack the PCs. They find her, she's holding a puppy one. Now in the adventure, what my PCs did was they saw her exiting the fire escape. Most of the party attacked the bear dogs. Two of the party attacked the woman by diving off of the fire escape on to her and immediately shooting her in the head and taking the squirming bundle and bashing the least squirmy end against the concrete until it stops squirming. That was their way of doing it. By the time those two got back upstairs and the two bear dogs were dead, they lit the whole place on fire and left. Now in the adventure, what happens is you find out that she is so fucked up from killing that Tark from 5 years ago that she has become a complete reclusive shut in and was given this breeding pair of bear dogs - Voriters is what they're called—given this breeding pair of Voriters from some shady people who occasionally visit the neighborhood because she was just so damn lonely that she needed someone to live with her. So you find out where these Voriters come from, these are prescribed creatures. They're not allowed on the Earth because they cause all sorts of havoc when they get older. What they do is, from her information, you'll get lead to a farm that's breeding these things for pit fights and for demon entertainment. The two people who run the farm are also illegal demons. They're prescribed demons, I think they're succubae or something. Then that becomes a big fight where there's like 20 voriters and you're supposed to call for backup and all sorts of crazy shit happens. But my PCs didn't get that far because they instead shot the lady in the head and burned her apartment to the ground.

K: They handled it responsibly, I guess

J: Yeah, I told them all that I was so proud of them for lighting everything on fire. That it just reminded me of my home games so much. The one guy who played—so there's a lot of different demons you can be and there's also supernatural creatures that are endemic to the earth like vampires exist here. The Buffy world mixed with Men in Black is almost the perfect way to put it because it's all parallel worlds and the same kind of magic as in Buffy and then vampires and werewolves and fairies and what not. One of the players was actually a clone who, sometimes when agents die and they're super good at what they do, they can be resurrected through resurrection spells. Well sometimes the resurrection doesn't take and you end up with a soulless clone. That's what he was. They're called patterns. He played the character as if he was supposed to remember he was some kind of action hero, but

had forgotten all of that and was now the best bureaucrat in the world. He's the one who actually shot the lady in the head. The whole groups are pretty funny. There's also little Vermin that run around, they're little rat guys who are good gadgeteers. One of the clues in the apartment is you find out that this woman has been feeding this breeding pair with homeless people around the area. She's been basically a serial killer. She's killed 40 people in the last year feeding these things.

K: Bear dogs gotta eat.

J: I know, so that's Apocalypse Prevention, Inc. it's both hilarious and awesome. The cover is actually Gen Con being attacked by a demon. So there's a fish man fighting a giant purple monster with a wizard and some kind of kung fu dude fighting in the Gen Con hall right over the Third Eye Games booth. It's got some very comic booky —the author is actually -

K: That is Eloy

J: actually on the cover with a speech bubble that says "Man, my booth." The game is supposed to be like tongue and cheek demon hunters, so you can get as dark as you want. The game actually supports darkness pretty well. I think the tone and the bureaucracy of it makes it hilarious. You can really run a dystopian laundry files game with it. it's really fun. I highly recommend it. Link in the show notes. Apocalypse Prevention, Inc. 2<sup>nd</sup> Edition.

K: I'd play the shit out of that

J: I think we would fucking love that game. I think we would love it. it's everything we want... it's like the world is just so fucking crazy. Normal people are supposed to be played like in Buffy where they literally just refuse to get it. Like, whole chunks of the city are blown up by hellfire and everyone's like "it was a gas leak..." Or if you have a giant bat demon that flies into a building, there will be a news story that's like "A small plane flew into a building." The whole world just covers everything up for you. It's pretty goddamn funny. I like it a lot. Apocalypse Prevention, Inc. 2<sup>nd</sup> Edition. And then the Dragon has nothing for us.

K: The dragon is still mad we didn't bring him to Gen Con

J: I know, we left him in the cat carrier again.

K: Well, the radio was on, the air conditioning was on, he's fine.

J: Yeah, I know. Did you see that viral video with two dogs that someone left in their car with the air conditioning on. They kicked the car into neutral and rolled it into a WalMart

K: No

J: I don't know if I'll put the link in the show notes because this might get edited out, but that was pretty funny. It's just this car slowly leaves the parking lot and crashes in slow motion right through the front doors.

K: Awesome

J: It slipped perfectly through the big anti-driving barriers. It was just perfect.

### **55:19 - Music Transition**

### **56:11 - Currently Playing**

J: And it's time to talk about currently playing

K: Woo!

J: We're actually roleplaying again!

K: Yeah, so the monthly group is playing Dresden Files

J: Again, which is good, because we love Dresden Files

K: It's true, we do

J: We're going to do a 1920's/30's adventurers

K: It's true. it's going to be a good time

J: Yeah, I agree. I'm debating if our first adventure should be a jungle temple... or a jungle temple. Really I just gotta pick a jungle.

K: or a temple

J: Or a temple. In reality, I was actually thinking of doing some kind of Jungle Temple or some kind of Anasazi Aztec mummy thing. I haven't decided yet. I definitely want a monster in it. Or a group of monsters. Not wizards.

K: That works

J: Because there's no wizards in our group.

K: True

J: And then the weekly game, we're starting 13<sup>th</sup> Age.

K: We have cobbled together a small band of adventurers to do a weekly game of 13<sup>th</sup> Age

J: Whether or not that continues because of Gen Con and all of the cool shit that we've looked at, we'll see, but as of recording, we're playing 13<sup>th</sup> Age. As a band looking for a new home.

K: We have filled out character sheets and picked One Unique Things. It's going to be a good time.

J: mhm, mhm, I'm looking forward to it. So, currently playing is short guys because the games are just getting started. We will keep you informed as to what is going on in our gaming life. We should have some good adventures to record next episode.

K: We might not have a monthly because shout out to Doug, he's getting married.

J: Yeah, Doug's getting married, so that's going to screw up monthly for a while. Gen Con screwed up weekly this week so that's why we don't have a lot to report. But, the reason I'm continually joking about every time we're recording we're like "And we're playing a new game! And we're playing a new game! And we're playing a new game!" hopefully we'll find one and stick to it.

K: That would be nice

J: Yeah, I'm 50/50 on 13<sup>th</sup> Age based on the temperature of the group

K: That could happen, I mean, 7<sup>th</sup> Sea did show up at most of our doors

J: I know... oh god I know... it's waiting for me. I actually haven't seen my copy yet because I'm here recording. But that's okay, I saw yours. It was tucked into your tote bag. I totally saw it, I was like "oh my god, he got it." That's definitely one of my favorite Kickstarters that I've backed so far. It's actually the first—no I take that back. I was going to say it's the only roleplaying system that I've gotten a book for, but that's not true. I got a book for all of my Gaxmoor stuff.

K: You did

J: And I got a ton of swag from TLG. Dude, they know how to do a Kickstarter. It was like \$60 and I got a shitload of stuff. I got 4 books. They had a lot of stretch goals though. And, you know, for PDFs, I think we're getting like 8 or 10 books for 7<sup>th</sup> Sea.

K: Yeah, probably something along that line

J: I should be getting my Beast: The Primordial books soon

K: Maybe

J: I Don't remember, it's been so long since I've backed it, I don't remember if I got the limited edition or the regular edition

K: You picked up the limited edition

J: Did I get—? I don't remember if I got the limited edition

K: I don't know, I know you got limited edition Wraith. I don't think you did beast

J: And the Wraith one is still under the effect of the curse, so there's been a lot of waiting on the Wraith book. It was supposed to be in my hands, according to Kickstarter, November of 2015, that hasn't happened. I'm hoping, I'm shooting for early 2017. That's my guess

K: 2020 Wraith

J: It could be, the curse is strong. Wraith has always been a game where, if something can go wrong with a Wraith book, it fucking happens. It's like the universe hates Wraith: The Oblivion. This last game, I'm not saying anything that a backer wouldn't know, I believe the line developer's mother passed away. He himself has had some health problems and there have been numerous artists who simply stopped corresponding and all sorts of stuff. So every couple of months, they throw us a newly edited chapter to pour over. It'll be a long wait but it'll be worth every minute because I love Wraith: The Oblivion. So that's it for Currently Playing. I want you guys to reach out to us. Call us, e-mail us, tweet us because we'll actually tweet back now, facebook because I do facebook back.

K: We all facebook.

J: We all facebook. I almost tweeted today. I was on the precipice. I didn't.

K: Why would you have tweeted? What could you have possible imparted to the twitterverse?

J: I was thinking about saying like "Yo, I'm at work and I would rather be at Gen Con -J #dontknowhowhashtagswork"

K: Oh Jesus Christ

J: I didn't do it though, so

K: I'm glad you didn't

J: I am too

K: I'm embarrassed for you

J: You guys should tweet us because I'll read it and Amanda will tweet back.

K: Follow us on Instagram

J: Yeah follow us on Instagram. @2GMs1Mic

K: I think so

J: Pretty sure it's @2GMs1Mic. Link in the Show Notes.

**1:01:28-1:02:37 - Exit Music**

K: 2 GMs 1 Mic is a 3 Die Stunt production brought to you by me, Kevin who's French failed him horribly at Gen Con. Also by Joe who's French also failed him horribly at Gen Con. Edited by Jay who didn't show up at Gen Con and Transcribed by Amanda who's French was phenomenal at Gen Con. The Intro song is Roll the Dice, Make My Day by the Mustard Men (Stick Jones Remix).