



**"YOU CAN LITERALLY MAKE A BOARD GAME OUT OF ANY GENRE OR INTEREST. MANY ALREADY HAVE."**

half-remembrances of playing with cut up cereal packets and crayons that can be now directed into a far more worthwhile venture than some scrappy Christmas decorations or a droopy Tracey Island. And it's not just for the young at heart; get the kids involved and spark those imaginations. If it doesn't work at first, my money's on there being something there that will lead you to something that does.

So we're probably not going to see a fresh new wave of video games designers, well boo hoo! That industry, like Hollywood, squashes any innovation and pummels creativity,

instead chasing billion dollar franchises and sequel after sequel of the same idea strung out ad nauseam. Board games, on the other hand, are still in their rebellious teenage years. You can literally make a board game out of any genre or interest. Many already have. Name another entertainment medium where you could play as a post-apocalyptic survivor sheep, shoot it out as a cowboy with a flicky disc or befuddle your friends as a frustrated poltergeist. There's no rule book to be followed because you're writing it. Just please make it a good one.



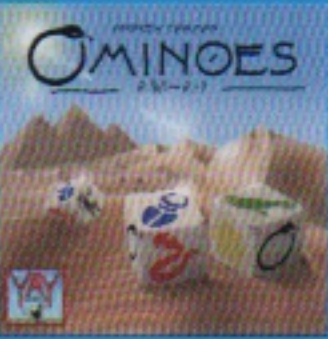
Are you a budding games designer? Then be sure to check out 'The Wyvern's Lair' at 2pm on Saturday in the Arden Suite in the Hilton Hotel, where you can hear shortlisted entrants pitch their game to the professionals.

# HOME GROWN TALENT

HERE ARE A FEW GAMES OUT THERE BY BRITISH DESIGNERS WELL WORTH CHECKING OUT.

## OMINOES

by Andrew Harman



## TINKER TAILOR

by Richard Denning



## 6

Gregory Carslaw, Andy Hopwood, and John-Paul Treen

## STAK BOTS

by Tom Norfolk



## ODDBALL AERONAUTS

by Nigel Pyne



## WAGGLE DANCE

by Mike Nudd



## LUCHADOR

by Mark Rivera



## HIVE

by John Yianni

