



**GOODMAN GAMES**

**GEN CON 2017**

**PROGRAM GUIDE**



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Joseph Goodman here, welcoming you to Gen Con 2017! Come visit Goodman Games at booth #413. It's hard to believe another year has passed, but so it has. Each year this Program Guide is one of my favorite releases, since it's a chance to bring together a wide variety of topics while also recapping the year that just passed.

One new feature in this year's Program Guide is our feature on Real Life Adventures. We bring you a recap of the Goodman Games creative retreat, and also a report of Marc Bruner's trip to the Alamo. I think there are many Real Life Adventure stories out there waiting to be told, and they will also serve to inspire and motivate better adventures at the tabletop.

For DCC fans, we have two new adventures, both with a history. One was a close runner-up in our Gamehole Con Rodneys adventure design competition. The other is heavily influenced by the works of Appendix N author H.P. Lovecraft. Good old HPL makes another "appearance" in an article where we convert many of his most notorious beasts into DCC stats.

Longtime fans of Goodman Games may remember Dinosaur Planet: Broncosaurus Rex, one of our very first releases. In this issue we showcase a partial conversion of "Dinosaur Crawl Classics." If you enjoy it, let us know, since there is plenty more Broncosaurus Rex material to convert!

The Dungeon Alphabet is one of our most popular releases, a wealth of inspiration for the harried judge. The third printing is close to selling out, believe it or not. In this Program Guide, we have two more entries for it!

And finally, rounding this all out are a year's worth of convention and game store photos, a history of the Band, and some other fun stuff.

We hope your 2017 was as good as ours — and we look forward to seeing you at the big show in Indy!

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ISBN 9781946231345

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\$19.99

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# DINOSAUR CRAWL CLASSICS

